MAIL ORDER CATALOG
WINTER 1996

MILITARY SIMULATIONS
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Prices in this catalog are subject to change without prior notice.

Space Hulk

Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent!

DOOM II

Once again *idSoftware* reveal why it is their games soar to the number one place on the charts. *Doom 2* has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in underhalls, waste tunnels, a refueling base, a huge courtyard, a castle, a citadel, chasm, adandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasties to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you *up* through windows! and my favourite, a sergeant with a chaingun, each hit knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom I*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required I save the game every few seconds, with heaps of re-loads. Oh, level 31 will give you a laugh and bring back a lot of memories. *IBM requires 386/33 or faster, hard disk, CD-ROM, VGA, 4mb RAM.*

22 YEARS OF SERVICE

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage. If you have any complaints or praise about our service, please feel free to write to our General Manager Drew Fyfe, at the above address.

THE SHOW ROOM

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 1.00pm on the first and third Saturdays of each month.

Credit Card Phone Orders Welcome

- ☎ Ring us between 9.00am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISA number, and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

ENQUIRIES

Our phone service operates from 9.00am to 4.30pm Monday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Collectible Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Arcadia: The Wyld Hunt

WHT **Arcadia: the Wyld Hunt - Due July**

The Changeling Adventure Card Game, which introduces new concepts that expand the gaming card genre. You develop a character who grows stronger and more experienced as you play. Your goal is to build a character who will eventually be able to complete the Wyld Hunt. There are no starter decks, you need to buy a Character Booster and a Story Booster, and you can play. A single card found in the booster packs contains all the rules needed.

Arcadia: Character Booster (15 cards) $4.95 — **Arcadia: CB Display** (360 cards) $108.00

Arcadia: Story Booster (15 cards) $4.95 — **Arcadia: SB Display** (360 cards) $108.00

Blood Wars

TSR **Blood Wars Starter Deck** $19.95

A brand new, stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn - and the cards look very nice, as compared to Spellfire. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately.

Blood Wars Double Starter Deck 100 cards + rules $20.00 — **Starter Display** $108.00

Factols & Factions: Booster Pack # 2 15 cards $5.00 — **Factols & F Dispaly** $178.00

Leaders, legions and luck of the secret societies of the City of Doors Planes.

Powers & Proxies: Booster Pack # 3 15 cards $5.00 — **Powers & P Dispaly** $178.00

Adds the gods themselves, who lead their own legions into eternal combat.

Insurgents of the Inner Planes: Bstr # 4 (April) 12 cards $5.00 — **Ins of the IP Display** $162.00

125 new cards of new art, new strategies, new cards. 12 cards randomly assorted per pack.

Weapons & Warmongers: Bstr Pack # 5 (Aug) 12 cards $5.00 — **Wpns & W. Display** $162.00

Centers on new Kismet and support cards, along with the machinations of the Arcane.

Hand of Fates: Bstr Pack # 6 (Due Nov) 12 cards $5.00 — **Hand of F. Display** $162.00

125 new cards of mightiest powers, most destructive weapons, and deadliest Kismet cards.

Warlord's Tactical Manual $30.00

Full color reference guide featuring optional rules, tournament rules, tricks and traps, full color photos of every card released by the publication date.

Dragon Dice

TSR **Dragon Dice Collectable Trading Dice Game**

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creatures an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes. TSR says, "A new game concept that every role-playing gamer will want."

Dragon Dice Starter Game 24 dice + rules $20.00

Each Game boxed set contains 24 dice with varying degrees of rarity.

Dragon Dice Kicker Pack 1: Monsters & Amazons 8 dice $12.00

This Kicker Pack contains new dice to flesh out your Dragon Dice forces. Unique ivory colored Amazon dice, special monsters to supplement every race, and other troops drawn from the original set will be found inside. Contains 8 randomly assorted dice, seven being 6 sided dice of various sizes and one 10 sided monster dice. Also full-color 14 pages of easy to learn rules to use the new dice in this expansion.

Dragon Dice Kicker Pack 2: Firewalkers (Due April) 8 dice $14.00

Features exclusive, all-new dice, bringing a new race and more new abilities to the game. Each pack has 8 dice of varying rariety. The dice are colorful and many sizes. Also expanded rules.

Dragon Dice Kicker Pack 3: Undead (Due June) 8 dice $14.00

Armies of undead march into battle, forever changing the structure of power in the game. Each pack has 8 dice randomly selected and expanded rules to use them.

Dragon Dice Kicker Pack 4: The Feral (Due Aug) 8 dice $14.00

Introduces a new race of wild, manlike beasts guaranteed to further upset all balance of power in the game. 8 randomly selected dice and expanded rules to use them.

Dragon Dice Expansion: Magestorm! (Due Sep) 8 dice $26.00

This deluxe expansion introduces magical items to the game. Also includes artifacts, new terrains, & elemental creatures. With 18 randomly assorted dice, dice bag, expanded rules.

Dragon Dice Kicker Pack 5: Swamp Stalkers (Due Dec) 8 dice $14.00

A new race of horrors that can cast death, and water magic rises up from the swamp to expand the game. 8 randomly assorted dice and expanded rules.

Cast of Fate: Dragon Dice Novel (Due Aug) $12.00

Oh dear me! There tons of AD&D novels, and now they think they have to make a Dragon Dice novel! This novel paints a picture of this new Dragon Dice world, where a young lava elf resolves the conflicts of his heritage in a land forever at war.

Illuminati

STE **Illuminati**

The 2nd Printing. Illuminati has been brought out by Steve Jackson, of course, who quickly realised that their game of global conquest and subterfuge was perfectly suited to a trading card game. The Starter Double Deck has two decks of 55 cards and 16 large pages of rules (ie, lots more rules than Spellfire!). There were 409 cards in the Limited Run, so we expect a similar number in the 2nd Printing. To play you need two D6, and 30 Life Point Stones (unless of course you want to use pebbles or seashells.) Illuminati can be played head to head with two players, or in a group with 3 - 6 players. The object of the game is to control the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you take over other Group cards. They are added to your power structure as your puppets - unless a foe takes them from you. You win by controlling enough groups, *or* by fulfilling the special goal of your own Illuminati, *or* by meeting the objectives on a Goal Card, *or* by destroying all your opponents.

Double Starter Deck 110 cards + rules $20.00 — **Starter Display** $108.00 660 cards

Illuminati Booster Pack 15 cards $4.95 — **Booster Display** $162.00 540 cards

Containing 15 cards with at least one rare and uncommon card.

Illuminati Expansion Set #1: Assassins 8 cards $3.00 — **Assassins Display** $146.00

Introduces a new Illuminati Group to INWO - the Society of Assassins.

Illuminati Factory Set 450 cards $60.00

An absolute bargain for Illuminati players, and something that will increase in value as the years tick by. This boxed set contains 450 cards, being one of each of common, uncommon and rare cards of the Illuminati NWO card game, it has one each of the cards from Pyramid and The Duelist, 3 each of the nine Illuminati cards, and 10 blank group cards and 10 blank plot cards to make your own. Includes a copy of the 1.1 rules. The cards have the same backs as the Limited and Unlimited printings, but the face of each card has a black frame, and the Illuminati cards have gold ink.

Vampire The Eternal Struggle

WIZ **Vampire: The Eternal Struggle**

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules $18.00 — **Starter Display** $162.00 (760 cards)

Vampire: TES Booster Pack 19 cards $5.50 — **Booster Display** $178.00 (684 cards)

Dark Soveigns Booster Pack 15 cards $5.00 — **Dark Sov Booster Disp** $162.00 (540 cards)

adds Clans Giovanni and Ravnos, & new disciplines. About 100 new cards

Ancient Hearts Booster Pack 12 cards $4.50 — **Anc Hearts Booster Disp** $182.00 (540 cards)

Due June. The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.

Darkness Unveiled Hardback Pocket Players Guide Book $30.00

Magic: The Gathering

WIZ **Magic: the Gathering - Gift Box 4th Edition** $40.00

This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two decks of 60 cards, 30 glass stone lifepoints of 2 colors, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors, dimensions being 3" x 5", instead of being the size of the cards. With its larger type, detailed examples, and helpful illustrations, the Gift Box is easy for beginners to read and understand. This boxed set has everything two players need to play the game.

WIZ **Pro Tour Collector Set - Inaugural Edition** $200.00

This boxed set contains the exact eight championship decks used by the eight quarterfinalists in the first Magic the Gathering professional tournament held last year. This is a limited edition set, only 20,000 sets are being printed world wide, and Mil Sims is one of the only places to stock this set. The eight decks will be packaged in pairs in the box, according to how the players were matched up in the quarterfinals. Each 85 card deck features the signature of the champion, and the cards have a unique back design to distinguish them from other Magic cards. We don't have very many of these, so get your orders in quick. *Due late May.*

WIZ **Magic: 4th Edition Starter Deck** $15.95

Now in its 4th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by **Wizards of the Coast**, and is the first product in the **Deckmaster System.** To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's *Ante*. Seven cards are dealt, the remainder form the *Library*, from which cards are drawn - discards go into the *Graveyard*. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a *Spell* card. Spells are cast using *Mana*, which comes from *land* cards. Creatures are also called forth to do battle against the opponent.

Magic 4th Ed Starter Deck 60 cards + rules $16.00 — **Starter Deck Display** $144.00 600cards

Land cards are found only in these Starter Decks.

Magic: 4th Edition Booster Pack 15 cards $5.00 — **Booster Pack Display** $162.00 540 cards

The 4th Edition card mix has dropped 5 rare cards and many other cards from the Revised List, and in their place are added Arabian Nights, Antiquities, Legends, and The Dark cards. Colors on some cards have also been enriched.

Magic: The Dark Booster Pack 8 cards $10.00 — **The Dark Display** $570.00 480 cards

We've been able to get hold of more *The Dark* booster packs from the USA, but the price is up a bit on last time. The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series,

Magic: Fallen Empires Booster Pack 8 cards $3.20 — **Fallen Emp Display** $172.00 480 cards

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for

their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels...

Magic: Chronicles Booster Pack 12 cards **$4.25** **Chronicles Display $172.00** 540 cards

This Booster display contains packs of 12 cards, which will include a random assortment of cards from *Arabian Nights, Antiquities, Legends,* and *The Dark*. The Legends cards will be most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. (The other cards from those four series will not be re-released.) These cards will also have white borders, so that the original black border cards will not lose their value as collector's items.

Homelands Booster Pack 8 cards **$3.20** **Homelands Booster Pack $172.00** (480 cards)

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. The story behind the expansion is that it has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age? With around 300? new cards. Comes in both Starter Decks and Booster Packs. *This is NOT a limited release,* though stocks will be available in short supply only..

Ice Age Starter Deck 60 cards + rules **$15.95** **Starter Display $144.00** (600 cards)

Ice Age Booster Pack 15 cards **$4.95** **Booster Display $162.00** (540 cards)

Magic/Ice Age: Alliances 12 cards **$4.95** **Alliances Display $200.00** (540 cards)

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games. *Due July.*

WIZ Magic: Mirage - Due late October

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants.

Mirage Starter Deck 60 cards + rules **$17.95** **Mirage Display $162.00** (600 cards)

Mirage Booster Pack 15 cards **$5.95** **Mirage Display $194.00** (540 cards)

WIZ Magic The Gathering Ring Binder

A sturdy 3 ring binder produced by Wizards of the Coast in which to put your Superpro Sheet Card Holders containing Magic cards. **$27.00**

TOM Tomart's Photo Checklist & Price Guide to Collectible Card Games $35.00

Okay, so this is not published by Wizards of the Coast. But it is an 88 page book containing full color photos of almost every Magic card ever published up to and including Legends, including the card's artwork and text. Cards included are Alpha, Beta, Antiquities, Arabian Nights, and perhaps best of all - Legends! Cards are presented in the book in order according to alignment, or function. Following the color photos of all the Magic cards are color photos of Spellfire, including Chase and Photo cards, and lastly, the black border Star Trek the Next Generation Cards.

WIZ Magic: Pocket Players Guide Revised $17.50

A paperback book that contains updated rules for *Magic The Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

WIZ 1996 Magic the Gathering Calendar $25.00

The 1996 Magic Calendar. The artwork is a big improvement over last year's calendar.

CHX Targen's Tome - A Master's Guide to Magic $25.00

Page 1 of this book lists ten reasons you should buy the book, including...8) You've lost 186 Magic duels in a row and it's either death by embarrassment or this book...1) The Store that you're standing in presently is not a library and you just spent the last ten minutes reading this stupid list...so...you are now required by law to purchase this book. And then (p.s. I was just kidding about the law business, but I needed to see how gullible you were.) Besides all that, the book also teaches you many neat things on how to play, etc. 180 pages.

WIZ MAGIC THE GATHERING NOVELS - $10.00 each

1. Arena

The first novel written for the *Magic* world. It follows the story of Garth One-Eye, who comes to Dominia to enter a Wizards Challenge, or Duel. I read the first few pages and was impressed by the easy reading style.

2. Final Sacrifice

Further adventures with Gull and his sister Greensleeves. Years of fighting have come and gone but now the last battle must be faced. Greensleeves travels with her ragged army searching for spells to defeat an army of angry wizards and end their reign of terror. Gull the Woodcutter fights a fierce battle with a Keldon Warlord who holds the key to an awful secret from the path. Great reading.

3. Tapestries - $22.00

An anthology of Magic stories. Planeswalkers duel in worlds beyond imagining while life goes on for the simple folk in a land where the very earth is filled with mana - the power that fires a magician's spell. Each of the dazzling stories in this book opens a door into Dominia.

4. The Cursed Land

Centuries ago, hungry for power, the wizard Nohr destroyed the Clan Tree of Cridhe, trying to harness its magic for his own uses. Nohr's deed brought a curse upon his family, divided the Clan and plunged the island of Cridhe into generations of darkness.

5. Whispering Woods

The second *Magic* novel. Wizards are nothing but trouble - just ask Gull - he works for one. Under ordinary circumstances Gull would have laughed when the wizard offered him a job. But with his village destroyed and his slow-witted sister to look after, what choice did he have? But between the brawls, magic battles, and a strange artifact, Gull did not have the time to catch his breath. But then his sister began to collect her wits, and things got really interesting.

Middle Earth

ICE Middle Earth: The Wizards Black Bordered Limited Edition

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. They five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Historically, Gandalf was the only Istari to succeed. Saruman was corrupted by power, Radagast went "native", and Alatar and Pallando disappeared into the East. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth that I could not resist - I bought a whole display of boosters. The Lord of the Rings is my all time favorite novel, and I feel the cards really do it justice. The painting of Bag End looks like a photo, Gandalf looks just right, the hobbits are cute, the orks are mean and ugly...

The game is quite different to other trading card games, in that it is not about killing your opponents' characters or defeating his armies. This game is much more strategical. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

I bought one Booster Display and one Starter Display, and got around 430 different cards from just those two displays!

Middle Earth Starter Deck 76 cards + rules **$22.50** **Starter Display $202.00** 760 cards

Middle Earth Booster Pack 15 cards **$7.50** **Booster Display $243.00** 540 cards

Middle Earth: The Dragons Booster Pack 15 cards **$6.00** **Booster Display $194.00** 540 cards

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agburanar to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This first expansion for METW contains 180 new black border cards. **(Due April-May)**

Middle Earth: The Wizards Companion **$20.00**

This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play; tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc.

Mythos Cthulhu Collectable Card Game

CHA Mythos - The Cthulhu Collectable Card Game

The goal of the Mythos game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. The Starter Deck contains 60 cards, plus an investigator card and rulesbook. You can even read the rules without using a magnifying glass! There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions.

Mythos Starter Deck 61 cards & rules **$17.00** **Starter Display $153.00** (610 cards)

(Each Starter Deck has 4 rare, 13 uncommon, and 44 common cards and rules.)

The Expeditions of Miskatonic University Booster # 1 13 cards **$6.00** **TEOMU Display $194.00**

(Here we explore the deeper mysteries of Lovecraft Country and Things Which Should Not Be.)

Cthulhu Rising Booster # 2 13 cards **$6.00** **Cthulhu Rising Display $194.00**

(Cthulhu rises in power and becomes a major challenge threatening the world - Due May)

Legends of the Necronomicon Booster # 3 13 cards **$6.00** **LOTN Display $194.00**

(Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab. Due July.)

Netrunner

WIZ Netrunner Cyberpunk Trading Card Game Limited Ed

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules **$36.00** **Starter Deck Display $194.00** 720 cards

Netrunner Booster Pack 15 cards **$6.00** **Booster Pack Display $194.00** 540 cards

OverPower

FLE OverPower

The new superhero-based collectible trading card game from Fleer featuring characters from Marvel's comic books and television shows. There are 384 OverPower cards, including 39 characters. Each

character is rated in three characteristics: energy, including mental blasts, flames, magnetism, optic beams, etc; fighting, combining fighting prowess, experience, and intelligence; and strength. You use four characters each, and equip them with all manners of enhancement cards and then send them into battle against your opponent's four characters. Perhaps the games greatest strength is the Poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. And your bluffing skills can be the difference between success and failure.

There are 6 different types of Starter Decks, each Starter Deck contains the 4 characters that you would use together as a team, along with enough other cards to enact limitless strategic variations of battle.. The Starter Decks, and their characters, are as follows:

Sworn to Protect (Professor X, Cyclops, Jean Grey, Jubliee)
Mutants Unite (Storm, Gambit, Bishop, Rogue)
Clobberin' Time (Thing, War Machine, Spider Woman, Thor)
Deadly Foes (Sabretooth, Deadpool, Hobgoblin, Dr Octopus)
Heroes Assemble (Silver Surfer, Punisher, Colossus, Beast)
Lethal Allies (Dr Doom, Carnage, Omega Read, Rhino)

Other characters, such as Spiderman and Wolverine, are found in the booster packs.

OverPower Starter Deck $15.00 (55 cards + rules) **Starter Deck Display $162.00** (660 cards)
OverPower Booster Pack $5.00 (9 cards) **Booster Pack Display $162.00** (324 cards)

Rage

WHT **RAGE: THE WAR OF THE AMAZON**

We've sold out our entire stocks of Rage Trading Card game, but for all of you who bought Rage previously, there is now out a new supplement, set in the Amazon jungles of South America. This is one of the last truly wild and untamed refuges of Gaia, and is in serious danger. The Pentex Corporation, a minion of the Wyrm, has infiltrated this savage landscape and threatens to poison the very essence of its pure, unspoiled land. Here, werewolf packs vie against one another for the allegiance of the Amazon's most powerful denizens, engaging in a fierce battle to defend or destroy Gaia. You must have a Rage Starter Deck to be able to use this supplement.

The War of the Amazon Booster Pack $3.50 (10 cards) **War of the Amazon Display $76.00** (240)

Spellfire

TSR **Spellfire 4th Edition**

Its no match for Magic, but it keeps on selling, being popular with die hard AD&D players. And now it has just been re-released as a Fourth Edition. With this expanded Fourth Edition Starter Deck you can destroy your opponents' empires with the spells, characters, and realms of the AD&D game worlds. 4th Edition is specially designed to defeat previous editions and booster packs. More than 150 revised cards replace obsolete cards from previous editions - and make any new player a worthy foe.

Spellfire Starter Deck 4th Edition (Due July) 110 cards + rules **$20.00** **Starter Display $108.00**
Revised rules for new character classes of Regent and Psionicist, unarmed combat Hero cards, new tournament rules.

Spellfire: Birthright Booster Pack # 9 12 cards **$5.00** **Birthright Display $162.00**
Introduces the Regents (a new class of champions), new realms, new spells, new magical items.

Spellfire: Draconomicon Booster Pack # 10 (Due July) 12 cards **$5.00** **Dracon. Display $162.00**
All new dragon types, dragon powers, dragon magic, and dragon realms.

Spellfire: Night Stalkers Booster Pack # 11 (Due Oct) 12 cards **$5.00** **Nght Slkrs Display $162.00**
More fearsome undead and a new thief champion class with new abilities that let players pit their champions against previously unattackable realms.

Master of the Magic: Spellfire Reference Guide **$24.95**
Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations, and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity.

Spellfire Reference Guide Vol 2 (Due Dec) **$40.00**
The latest edition of the game rules, with diagrams and examples. Strategies for building decks, tactics, rules variations, and tournament rules, & color pictures of over 1,000 cards.

Star Trek

DEC **Star Trek Next Generation: Starter Deck** **$18.00**

By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the *Star Trek Next Generation Universe*. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics such as myself, trading card collectors, and players of games such as *Magic*, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include *mission cards*, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; *dilemma* and *interupt cards*, which you play on your opponent to slow his attempt to achieve missions; *artifact cards*, which give your ships/teams special powers; *outpost cards*, where you dock & launch ships, personnel appear, etc; *ship cards*, for all three races and non-aligned races, & which rate range, weapons, shields; *personnel cards*, crews with which to form Away Teams; & lastly *equipment cards and event cards*. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules **$20.00** **Unlimited Starter Disp $194.00**
These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Black Border Starter Decks 60 cards + rules **$36.00** **Limited Starter Disp $388.00**
We've been able to dig up some of the original, first Black Border Printing of the Star Trek Next Generation Card Game. Each Starter Deck is still in its original shrink film.

Star Trek Next Generation: Booster Pack 15 cards **$5.50** **Unlimited Booster Disp $178.00**
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Star Trek Next Gen: Alternate Universe Expansion 15 cards **$5.40** **Alt Universe Display $175.00**
The complete set of this first expansion to Star Trek, contains122 new cards, 40 common, 40 uncommon, 41 rare and 1 ultra-rare. Forty nine of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existance. These cards are identified by a special icon. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. Each pack of 15 cards has 11 common, 3 uncommon and 1 rare. *The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise, as seen in the last episode of Star Trek the Next Generation.*

Star Trek Next Generation Card Game Factory Set **$300.00**
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. I bought my copy! Our stocks are strictly limited.

Star Trek TNG: Official Players Guide **$30.00**
A stunning full color 266 page book, which has exclusive information from the games' developers. It tells you how to customize your decks, it gives trading strategies, information for collectors; plus strategies for the 50 most powerful cards, powerful card combinations, extensive questions and answers on the most common rules questions, and a complete history of the making of the game.

Star Wars

DEC **Star Wars Limited Edition**

Decipher, the people who brougth us Star Trek Next Gen Trading Card Game, have also done *Star Wars* as a trading card game. This are the Black Bordered Limited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the *Star Wars* movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules **$18.00** **Starter Deck Display $194.00** (720 cards)
Star Wars Booster Pack 15 cards **$5.40** **Booster Pack Display $174.00** (540 cards)
New Hope Booster Pack 15 cards **$5.40** **New Hope Booster Display $174.00** (540 cards)
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base. **Due June.**
Empire Strikes Back: Hoth Booster Pack 15 cards **$5.40** **ESB Booster Display $174.00** (540 cards)
One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. **Due October.**

Trading Card Accessories

CRF81100 **DECK PROTECTORS** **$10.00**

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **$90.00**

ARM **Magic The Gathering ICE AGE Life Point Stones & Pouch**

There are 9 colors in this range of ICE AGE Life Point Stones & Pouch, which include 40 stones and a suade draw-string pouch. The colors availabe are: Polar Ice, Ice Blue, Frozen Fire, Icy Lavender, Azure Shadow, Glacier Green, Fost Foam, Black Ice, and Ice Pack. **$10.95**

ARM **Magic: Fallen Empires Bonus Pack** **$4.50**

To use Fallen Empires you need counters, as you can upgrade some cards to others once they have enough counters on them. This Bonus Pack includes 20 poker chips to place on the cards, as well as 20 glass life point stones. Colors are emerald, sapphire, citrine, amethyst, black.

GYM **Collectors Album Ringbinder** **$15.95**

This excellent ringbinder collectors album is made of reinforced vinyl with a padded cover, and can be filled with at least one hundred Superpro Card Sheet Holders - that's 900 cards!

GYM **Superpro Sheet Card Holders (1)** **$0.50**

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM **Floppy Card Sleeves (100)** **$2.00**

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CHX **Magic Card Box (Fits 180)** **$6.50**

A sturdy card box with snug fitting lid made of black plastic. The words *Magic Box* are printed on the lid, in metallic paint. Fits 180 cards. Colors available are: White print, red print, green print, blue print, and gold print.

CRF **Deck Binder** **$17.00**

A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

GRF **Card Album** **$20.00**

High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

CRF50CB **Ultimate Collection 50 Card Plastic Box** **$3.95**

Made of durable, rigid plastic, this box fits 50 trading cards.

CRF100CB **Ultimate Collection 100 Card Plastic Box** **$3.95**

Made of durable, rigid plastic, this box fits 100 trading cards.

REA **Scrye Life Point / Blood Point Counter**

A novel and space-efficient manner of recording your *Magic* Life Points or your *Jyhad* Blood Points. This counter is made from two enamelled special pieces - a 2" metal disk with numbers 1 - 20 on one side, and 21 - 40 on the other. A 25mm wizard stands upon the disk and rotates about to point to the current number. The wizard holds a small random genuine stone in his hand. The Scrye Counter figure and disk are painted in one of seven enamels, please choose which you prefer: Black, Blue, Green. **$17.95**

REA **Scrye Life Point Claw Counter** **$6.00**

Similar design as above, except instead of a 25mm wizard, a clawed hand clutches a gem. The counter goes from 0 to 40. Base Metal colors available are: White, Gold, Blue, Black, Red, Green, and Plain

REA **Scrye Cleric Life Point Counter** **$6.00**

Similar design as above, except instead of a 25mm wizard, a 25mm Cleric. The counter consists of two metal discs atop each othe, the upper one having a section cut out that lets you read the counter below. Using both discs, you can record numbers from -9 to 300. Base Metal colors available are: Blue, Green, Purple, Redd, and Plain

REA **Scrye Magician Life Point Counter** **$6.00**

Same design as above, except instead of a 25mm wizard, a 25mm Magician. Base Metal colors available are: Blue, Green, Purple, Red and Plain

REA **Scrye Woman Life Point Counter** **$6.00**

Same design as above, except instead of a 25mm wizard, a 25mm Fantasy Woman. Base Metal colors available are: Blue, Green, Purple, Red, and Plain

Wargames

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

COMPLEXITY KEY

Basic Games *
(Introductory level)

Intermediate **
(Still good for beg)

Advanced Games ***
(veteran gamers only)

Master Games ****
(Too many rules)

SOLITAIRE SUITABILITY

Totally Unsuitable For Solitaire Play
#

Fairly Suitable For Solitaire Play
##

Highly Suitable For Solitaire Play
###

Can Only Be Played Solitaire
####

COMPANY CODES

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	LEA	Leading Edge Games
MB	Milton Bradley Games	OME	Omega Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

BEGINNER'S GAMES

JED **BASIC TRAINING** *
An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. $1.00

JED **BEGINNER'S GUIDE TO STRATEGY GAMING***
A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) $3.00

JED **FIELD MARSHAL** */###
A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. $20.00

ACCESSORIES

KOP **5mm LITTLE 'UNS 6 SIDED OPAQUE DICE**
Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. $0.20 each

KOP **5mm LITTLE 'UNS 6 SIDED TRANSPARENT DICE**
Transparent tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. $0.20 each

KOP **50mm 6 SIDED DICE**
An even bigger 5cm gem dice with 6 sides. In several colors. $15.50 each

KOP **60mm 6 SIDED DICE**
A large 6cm gem dice with 6 sides. Watch the gaming board bounce unders its weight. $22.50 each

KOP **70mm 6 SIDED DICE**
A 6 sided gem dice - 7cm wide! You could use it for a book-end. $30.00 each

KOP **80mm 6 SIDED DICE**
A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. $37.50 each

JED **POLY DICE**
High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. $0.65 each

JED **GEM DICE**
More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. $1.00 each

JED **SPARKLE DICE**
Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25 each

JED **PEARL DICE**
Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. . D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25 each

KOP **GLOW IN THE DARK 7 DICE SET**
For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. $12.95

KOP **STAR DICE 25mm 6 sided**
Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. $2.95

KOP **30 SIDED OPAQUE DICE**
A large 30 sided opaque dice, in assorted colors. $4.95

KOP **30 SIDED GEM DICE**
A large 30 sided transparent dice, in assorted colors. $4.95

KOP **100 SIDED DICE**
The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. $13.00

KOP **DRAGON 6 SIDED DICE**
A 16mm 6 sided dice with a dragon instead of a '1'. $2.00

KOP **SKULL 6 SIDED DICE**
A 16mm 6 sided dice with a skull instead of a '1'. $2.00

KOP **SKUNK 6 SIDED DICE**
A 16mm 6 sided dice with a loveable skunk instead of a '1'. $2.00

KOP **TEDDY BEAR 6 SIDED DICE**
A 16mm 6 sided dice witha loveable teddy bear instead of a '1'. $2.00

KOP **UNICORN 6 SIDED DICE**
A 16mm 6 sided dice with a unicorn instead of a '1'. $2.00

KOP **BONE DICE 18mm 6 SIDED**
6 sided 18mm dice the color of bone and shaped like your knuckles. Look cute and roll very well. $3.00

KOP **OPAQUE ROUND DICE 6 SIDED**
What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. $2.75

KOP **NEON ROUND DICE 6 SIDED**
Another round dice the same as the above one, except this one also glows in the dark. Shame we ain't got glow in the dark DM screens or miniatures! $2.75

CHX **ELEMENTAL DICE**
These are stunning speckled dice that represent each of the four elements. The four types are Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) Each set of 7 - $12.95

CHX **SPECKLED DICE**
These are stunning speckled dice like the Elemental Dice. The colors availabe are: Jungle Camoflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Forest. All contain 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. $12.95

KOP **SMALL DICE BAG**
A cloth dice bag 4" by 5" in size. Several different colors. $4.00

KOP **LARGE DICE BAG**
A cloth dice bag 6" x 9" in size. Several different colors. $8.00

KOP **MIDDLE SIZED SUEDE DICE BAG**
A suede dice bag 6" x 7" in size. Just suede color. $11.00

KOP **LARGE SUEDE DICE BAG**
A suede dice bag 7" x 8" in size. Just suede color. $14.00

AH **AVALON HILL COUNTER TRAY**
A clear plastic counter tray with lid and dice-wells for forgetful gamers! $5.00

ARM **HEX PAD**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. $5.00

JED **COUNTER SHEETS**
896 half-inch card counters in the following colours: pale green, light blue, pink & gray. $10.00

WEL **MAGTAGS - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. $8.00

ANCIENT ERA

3W **BARBARIANS 70 BC - 260 AD** **/###
A huge strategical game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Dacians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are repsented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, you'll be hard put to stop those Goths and Vandals. $80.00

AH **BRITANNIA** */#
A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real eastate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. $55.00

AH **CIVILIZATION** */#
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. $85.00

ADVANCED CIVILIZATION
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! $65.00

TRADE CARDS
50 extra cards as included in the original game. $10.00

WESTERN EXPANSION MAP
22"x11" mapsheet extension & African/Iberian AST. $16.00

S&T162 **CLONTARF 1014 and SAIPAN 1944** **/###
An S&T magazine containing two games. The first is Clontarf in 1014 AD, where an army of Irish defeated a Viking army at a spot just north of the Irish town of Dublin, a battle which marked the beginning of the end of Viking influence in Europe. 100 double sided counters represent axemen, leaders, slingers, and swordsmen. Units have melee attack, defense, & missile factors, and movement points. Saipan features a map of the whole island, and the US marines, army, and the Japanese who resisted them. Covers naval action as well as air and ground. $20.00

3W **CROSSBOWS AND CANNONS II** **/###
More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference sheets. Can be played with two players or is very suited to solitaire play. The command system is specially designed to recreate the problems experienced in those days. There are four scenarios, each taking 2 - 4 hours, and include Pinkie, a clash between the Scottish & English in 1547; Fornovo, where the French fought the Italians in 1495; Cerignola, a vicious dash between French and Spaniards in 1503; Novara, where a Swiss army uses all its skills against the French. $45.00

GMT **GREAT BATTLES OF ALEXANDER DELUXE EDITION** ***/##
After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lyginus, Pelium, Arigaeum, Samarkand, Jaxertes.. With 720 SPQR style counters, 3 back printed map sheets, etc.. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. Ancients gamer's delight! $90.00

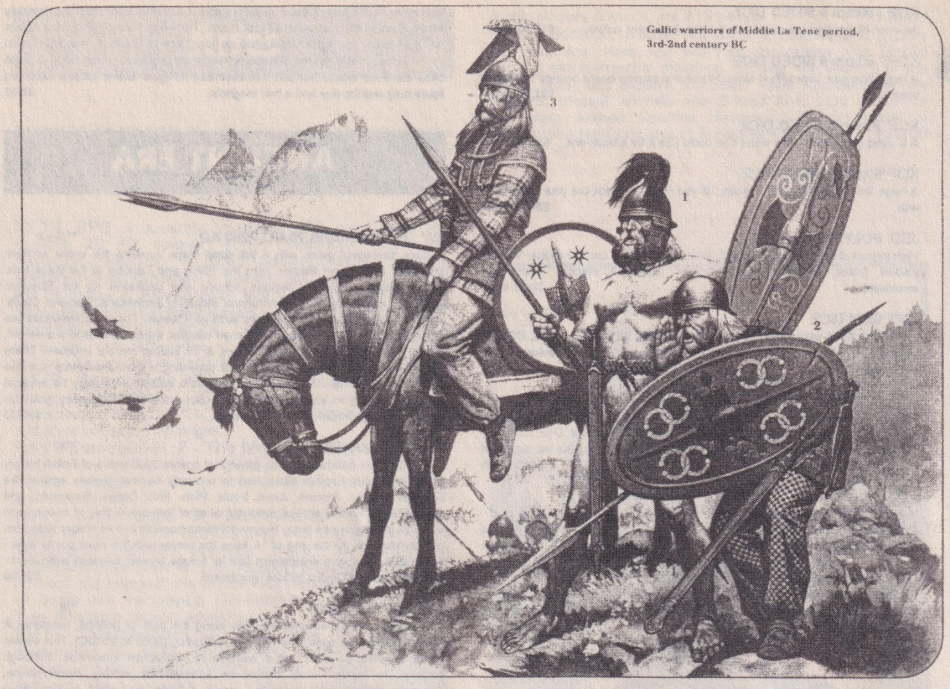
DIADOCHOI Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitacene, Antigonus vs Eumenes at Gabiene, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. $30.00

S&T175 **GERMANIA** **/##
S&T Magazine game simulating Roman operations in ancient Germany in the first century of the Christian era. These wars saw the disastrous campaign of Varus, which lost Roman control of the region, and the later attempts of Germanicus to regain it. Includes German, Dacian and Sarmation tribes; over 200 counters, simple and advanced rules. $25.00

AH **HISTORY OF THE WORLD** */#
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to China's Chou Dynasty, from Alexander the Great to the Mongols, Aztecs, Huns, Romans, Zulus, Vikings, Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. $80.00

GMT **JULIUS CAESAR** ***/###
Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! $90.00

DICTATOR: JULIUS CAESAR MODULE # 1
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under



King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. **$30.00**

AH **KINGMAKER** **/##
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkman-ship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **$55.00**

GMT **LION OF THE NORTH: Gustavus II Adolphus 1631** ***/##
At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. **$60.00**

AH **MACHIAVELLI** **/#
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of Diplomacy, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. (The last two are the only two chance elements in the game.) Powers included are Milan, Venice, Florence, the Papal States, France, Austria, Ottoman Turkish Empire. Mounted 22" x 32" mapboard, 520 counters, **$70.00**

AH **MAHARAJA** **
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of Britannia, each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. **$65.00**

AH **NEW WORLD** */#
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **$45.00**

VIC **PELOPONNESIAN WAR** **/###
Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **$75.00**

AH **REPUBLIC OF ROME** ***/###
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **$85.00**

3W **SIX AGAINST ROME** */##
A game of strategic maneuver played on a point-to-point movement map of the Italian Peninsula. Players compete to control vital centres of production and manpower, and to plant colonies at strategic points. Includes leadership, sieges, interception, mobilization, and burning and looting. Units include heavy and light infantry, cavalry and elephants. Tactical battles are resolved on a smaller tactical map. Six scenarios include the Romans against the Gauls, the Samnites, Pyrrhus, Carthage, the Goths, and a hypothetical invasion by Alexander. 400 counters, 2 sided map. **$60.00**

GMT **SPQR - THE ROMAN ART OF WAR** **/###
Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpiones. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. **$85.00**
◗ **WAR ELEPHANT 2nd Ed** It's back! You must have this module in order to play the other three SPQR modules, Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, where Antiochus the Great invaded Egypt intent on crushing Ptolemy, resulting in a huge battle of pike phalanxes; and Magnesia 190 BC, where Antiochus got whooped good and proper by the Romans. **$30.00**
◗ **CONSUL FOR ROME** Includes a double sided map, errata and 12 page rule book, that covers two battles. Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consol Sempronius leading the Roman legions. The 2nd is Metaurus, 207 BC, where Rome sealed Carthage's doom. **$30.00**
◗ **PYRRHIC VICTORY** Two more battles. First is Heradea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat te Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. **$30.00**
◗ **AFRICANUS** Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Ilipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. **$30.00**

COA **THE KING'S WAR** **/##
A two player operational simulation of the English Civil War. Forces are represented by regiments of Foot (1000 men) and of Horse (700 men) while the personalities of the time are represented by their own counters. Each leader has their own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. **$60.00**

COA **ZORNDORF** ***/##
It is 1758, and a turning point in the Seven Years War. For the first time Austrian, Swedish and Russian forces posed a threat to the heartland of Prussia. On 25th August, near the village of Zorndorf, 43,000 Russians and 36,000 Prussians fought one of the most savage battles of the war. For nearly 10 hours they hammered each other, but neither would yield, although the Russians suffered 50% and the Prussians 33% casualties. With rules, 3 22x34" maps, over 200 counters, lots of scenarios, and historical commentary. **$50.00**

NAPOLEONIC ERA

MAY **1856 RAILROAD BUILDING IN CANADA** **/#
OK, this is not a wargame, but it does fit into this time period, so this is where I decided to stick it. This game is a top quality production from Mayfair games, using the superb Avalon Hill 1830 gaming engine. Fortunately, the rules are much easier to read, and includes a fast play booklet as well. The game starts in1856, in Upper Canada, and runs to the present day. Players start the game with play money, which they use to form railroad companies, which then build track, buy trains, and make income. Players can engage in corporate raiding, stock manipulation (there is a mapboard dedicated to the stock market), and insider trading to take advantage of their opponents and win the day. Components include 2 mounted mapboards , 26 train cards, 118 stock certificates, over 100 counters, 122 hexagonal rail-track and station tiles, play money, etc. **$85.00**

COA **1807: THE EAGLES TURN EAST** **/##
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander (each individually rated), brigades, divisions, corps, artillery, regular or light cavalry, and infantry. **$75.00**

3W **BATTLE OF THE ALMA** **/###
The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. **$50.00**

AH **BLACKBEARD** **/###
An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **$85.00**

PAC **BLOOD & IRON** ***/##
Between 1848 and 1871Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. **$70.00**

AH **EMPIRES IN ARMS** ****/#
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. **$80.00**

AH **ENEMY IN SIGHT** */#
An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. **$40.00**

COA **KOLIN** **/##
In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic decendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, and historical commentary. **$55.00**

COA **LA BATAILLE D'ESPAGNOL - TALAVERA** ***/##
A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on 4 17"x22" period maps over which a hexagonal grid has been laid. Each hex is 100 meters. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. And ideal game for solitaire or two players. Features excellent historical commentary. **$55.00**

COA **LA BATILLE D'ALBUERA-ESPAGNOL** ***/##
A simulation of the hardest fought battle of the Penninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34x22" map, 400 counters representing all units in the battle. **$55.00**

COA **LA BATAILLE DE CORUNNA-ESPAGNOL** ***/##
1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. And also, Marshal Soult is hot on his heals. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. **$55.00**

COA **LA BATAILLE DE LIGNY** ***/##
The first of three boxed sets detailing the climatic moments of Napoleons last 100 days as Emperor. This game reproduces this epic encounter on four 34x22" period maps with nearly 1000 counters. Each hex is 100 meters. Infantry are presented in their regimental and battalion organisations. Cavalry are deployed in regiments, artillery by batteries. Distinctions are made between line, light, guard, and other elite formations. Each unit is rated individually for melee and fire combat, morale, movement and range. **$70.00**

COA **LA BATAILLE DE LES QUATRE BRAS** ***/##
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **$70.00**

COA **LA BATAILLE DE MONT ST JEAN** ***/##
This is NOT a complete game. To use it you must own both La Bataille de Ligny and La Bataille des Quatre Bras. This rather heavy boxed set contains 4 maps that cover the entire Waterloo battlefield, a thick rulebook covering the battle, including 7 scenarios and extensive historical commentary, charts and tables. Questions that can be answered by playing these scenarios and reading the commentary are: Why did Napoleon wait until midday to start the battle, why did he wait 12 hours before chasing the Prussians at Ligny, why was not Ney stopped wasting time leading unsupported cavalry charges, etc. **$60.00**

COA **LA BATAILLE DE WAVRE** ***/##
This is NOT a complete game. You must own La Bataille de Ligny to Deluxe

Mont St Jean to use it. While the Battle of Waterloo was in progress, Blucher left one corps to wait and guard the Dyle River crossing for as long as possible, while the rest of his army hastened off to help Wellington. Thielemann, commander of this Prussian corps, was about to march off and leave his post when Marshal Grouchy's corps, sent to pursue the Prussians after fleeing Ligny, happened upon them. General Vandamme organised his troops and sent them in against Wavre, and the battle was in full swing. With 2 maps, thick rulebook with 4 scenarios, historical commentary, etc. **$55.00**

TGI **MARGENGO** **/##
The Battle of Marengo, June 14th 1800, was a culmination of a sweeping plan of maneuver which carried the mark of Napoleon's brilliance. Massena defended Genoa, tying down Austrian strength and attentions, while Napoleon crossed the Alps in the Austrian rear. The Austrians under Melas turned and attacked Napoleon along the Bormida River near the village of Marengo. The battle opened with an Austrian attack, which through the course of the day saw the French army defeated and retiring - but then Desaix arrived with fresh troops, and Napoleon immediately went onto the attack, and snatched victory from the Austrians. With 280 gorgeous counters, 22"x34" map, series and game rules, four major scenarios, dice. **$60.00**

PAR **RISK DELUXE** */#
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300+ plastic figures. **$70.00**

GMT **THE BATTLES OF WATERLOO** **/##
Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to sieze the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. **$80.00**

AH **WAR AND PEACE** **/##
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant dis-regard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **$60.00**

AH **WE THE PEOPLE** */#
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. **$85.00**

AH **WOODEN SHIPS & IRON MEN** **/#
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **$60.00**

AMERICAN CIVIL WAR

VIC **ACROSS FIVE APRILS** */###
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **$75.00**

TGI **APRIL'S HARVEST** **/###
April's Harvest portrays the surprised Union army and the Confederate drive through the Union camps. Later, the Union player will cross his fingers that the variable entry of Buell's Army of Ohio happens sooner than later. After avoid (hopefully) disaster, the Union player will be in a position to dish it out as the battle enters its 2nd day. Rules recreate fast, furious action, fog of war, detailed morale, & 280 counters, 4 major scenarios, stunning 22x34" map, etc. **$60.00**

COA **AUTUMN OF GLORY** **/##
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattangoonga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. **$40.00**

COM17 **GETTYSBURG - LEE'S GREATEST GAMBLE** **/##
July 1863: Lee's Army of Northern Virgina, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysberg, The Next Japanese-American War, Poland `39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. **$15.00**

AH **GERONIMO** **
This game actually looks pretty good. As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyene, Commanche, Blackfoot, Arrapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Players also change sides throughout the game to experience both the thrill of empire building and the agony of inevitable defeat. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. **$75.00**

GMT **GLORY** */###
This is the first game in GMT's *Gameplayers* series. It covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. There are 3 optional playing methods that allow you to shorten playing time; the scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. **$70.00**

AH **HERE COME THE REBELS** **/##
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. **$60.00**

COA **LEES TAKES COMMAND** **/##
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia. Union forces begin the game poised to conduct the final assault on Richmond but their units are geographically separated and McCellan is a fumbler. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. **$37.00**

AH **ROADS TO GETTYSBURG** **/##
Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. **$75.00**

AH **STONEWALL IN THE VALLEY** **/##
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvres all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. Each of the many scenarios are unpredictable and can turn any way. With 2 counter sheets, rules, charts, counter tray, etc. **$70.00**

AH **STONEWALL JACKSON'S WAY** **/##
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game I linsk-up with future releases. 520 counters. **$85.00**

VIC **THE CIVIL WAR 1861 - 1865** ***
A grandiose game that encompases both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **$65.00**

GMT **THE THREE DAYS OF GETTYSBURG** ***/##
This game is the most stunning American civil war game I have seen. Both the standard of the full color counters and maps is better than anything I have seen before. It really gives a feel of that crucial battle. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. The combat system concentrates on the combined effects of unit morale, momentum, and fatigue. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. **$99.00**

WORLD WAR I

S&T164 **BALKAN WAR** **/#
An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, etc. 240 counters. **$25.00**

AH **COLONIAL DIPLOMACY** */#
A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! This game will not be printed in Australia as originally indicated. **$100.00**

AH **DIPLOMACY** */#
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **$65.00**

ADG **FATAL ALLIANCES II** ***/#
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandin-avian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. **$40.00**

COA **LANDSHIPS** */##
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. **$45.00**

PAN **WARLORDS** **/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to `50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **$10.00**

EXC **WINGS** ****/###
A plane to plan game of air combat during WWI. This is a revision of an old Yaquinto game, now with great box art and lovely color counters. The strengths and weaknesses of the French, British, Italian, German, and Austro-Hungarian units involved are accurately duplicated by 50 data cards that display all information needed to maneuver and fire. The system incorporates speed, dimbing, diving, banking, turns, slips, skids, loops, rolls, ammo, ranges, zeppelins, bombing, etc. The scenarios cover a great variety of missions. With 3 21"x9" maps, two sheets of colorful counters, rules, data cards, reference cards, dice. For one or more players. **$80.00**

WORLD WAR II

AH **ADVANCED THIRD REICH** ****/#
A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **$90.00**

EMPIRE OF THE RISING SUN ****/#
The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. Recreates the war in the Pacific in WW2 using the popular grand strategy rules of Third Reich. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, five counter sheets, 2 22"x31" mapsheets, etc. **$99.00**

MB **AXIS & ALLIES** **/#

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **$90.00**

RHI **DECISION IN FRANCE** **/#

We've been able to grab a handful of this ziplock bag Rhino Game. Its June 25th, 1944: the allied armies are ashore in Normandy. The game illustrates the bloody bocage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning fast mobile warfare across France, and the exploits of Patton's 3rd Army. Can the Germans mount an effective counterattack with the nine panzer divisions in Normandy? This and many other questions can be answered by playing the game. 400 counters, map, play cards, rules. **$45.00**

JED **EUROPE AT WAR** */###

A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to `45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **$20.00**

AH **NAVAL WAR** */#

An amusing beer `n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destoyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **$25.00**

GMT **OPERATION MERCURY** **/###

In the Spring of 1941 the German blitzkreig crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. **$60.00**

AH **SQUAD LEADER 4th Edition** ****/#

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! **$70.00**

CROSS OF IRON An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. **$55.00**

CRESCENDO OF DOOM Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, and 1324 counters. **$65.00**

GI: ANVIL OF VICTORY Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. **$80.00**

AH **UP FRONT** **/#

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Com-ponents include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **$50.00**

ADG **WORLD IN FLAMES Deluxe 6th Edition** ***/##

Award-winning Australian game that covers the entire World War II. This new deluxe version includes the new Consolidated Rulebook of WiF rules, and every map and counter sheet from World In Flames, Planes in Flames, Ships in Flames, Asia Aflame, Africa Aflame, and Mech in Flames. That is 3,400 counters. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **Due July.** **$165.00**

DAYS OF DECISION 2nd Edition

A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), 24"x16" political map, mini-map of Spain. **$75.00**

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **$40.00**

FATAL ALLIANCES II World War One add-on for WIF. See description under WW1 heading. **$40.00**

AFRICA AFLAME Gold Edition Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlassov's Cossacks, etc. **$30.00**

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. **$30.00**

THE 1994/95 WORLD IN FLAMES ANNUAL This 72 page Annual includes a free new expansion kit, **Mechs In Flames** including 200 full color counters (WIF counter sheet # 3). There are 72 pages on WiF, PiF, SiF, AsA, AfA, MiF, DoD II, including players notes & hints on play, Mahan 101, WiF/DoD ...ection report, Fracturing the French Front puzzle, 1939-46 WiF/DoD ...paigns, complete & up to date errata, etc. **$30.00**

SHIPS IN FLAMES Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc! 1000 counters, Task Force Display, rules. **$50.00**

ADVANCED SQUAD

AH **ADVANCED SQUAD LEADER** ****/###

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! **$90.00**

ASL ANNUAL `91 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. **$30.00**

ASL ANNUAL `92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **$30.00**

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog. **$20.00**

ASL ANNUAL '93 Part B 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. **$22.00**

ASL ANNUAL '95 Avalon Hill finally released the '94 ASL Annuall, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, **$45.00**

BEYOND VALOR MODULE 1

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut `n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **$90.00**

PARATROOPER MODULE 2

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **$50.00**

YANKS MODULE 3

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **$90.00**

PARTISAN! MODULE 4

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). **$40.00**

WEST OF ALAMEIN MODULE 5

An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **$99.00**

THE LAST HURRAH! MODULE 6

Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (one has Polish Uhlan cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). **$40.00**

HOLLOW LEGIONS MODULE 7

This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. **$60.00**

CODE OF BUSHIDO MODULE 8

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. **$95.00**

GUNG-HO! MODULE 9

Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **$99.00**

CROIX DE GUERRE (Cross of War) MODULE 10

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. **$80.00**

RED BARRICADES HISTORICAL MODULE 1

We decided to stock this module against due to sudden demand after the success of Kampfgruppe Peiper I. The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellers, AT ditches,Soviet Molotov Projectors and the StuIG 33B. Includes three separate Campaign games for street fighting. **$60.00**

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2

A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy., with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. **$75.00**

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3

A companion that expands upon the MODULE 2, without adding any more rules, by covering in both scenario and campaign form, the concurrent battles for the nearby villages of Cheneux and La Gleize. With 3 new maps. Due ever?. **$75.00**

SOLITAIRE ASL SOLITAIRE MODULE 1 /####

Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Partisans. Unknown enemy units are represented on the mapboard by the presense of Suspect? markers, which could be dummies or nasty surprises! Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S. **$70.00**

ASL & Squad Leader Boards

The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. **$12.00**

EUROPA SERIES

GRD **BALKAN FRONT** ****/##

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. (A complete revision of the old game Marita-Merkur.) With two maps of Yugoslavia, Albania and Greece, 720 counters, scenarios covering the grand campaign and the individual campaigns in Greece, Yugoslavia and Crete, and some "what ifs". **$75.00**

GRD **FOR WHOM THE BELL TOLLS** **/##

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939, cost Spain over one-half million people, and as the war progressed, it drew the participation of thousands of non-Spaniards. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. **$130.00**

GRD **POLAND - FIRST TO FIGHT** **/##

On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in thirty days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland and its neighbours at a scale of 16 miles per hex. The extensive terrain types show the diversity of Eastern Europe: from mountains to marsh, open plains to dense forest. The counters represent the German, Polish and Soviet forces that fought in the campaign. Ground units are scaled at divisions, brigades, regiments and battalions, & aircraft are in groups of 40-60 aircraft. 1,056 counters, two maps, charts, rules, scenarios. **$90.00**

GRD **SECOND FRONT** *****/##

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. The greatest coalition in history awaits your orders. Plan your campaign and ready your forces - for you lead the crusade in Europe against the Nazi regime. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. **$225.00**

AFRICAN CAMPAIGN

JED **(THE) AFRICAN CAMPAIGN 2nd Edition** */###

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. **$25.00**

COL **ROMMEL IN THE DESERT** **/#

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Players will achieve victory by employing speed, daring, and surprise. Unit activation by headquarters is a key element of game play, and burns up supply at a tremendous rate - so you must think out your overall strategies very carefully. Color mapboard is 12" x 36". 7 scenarios. **$60.00**

MOM **TRIUMPHANT FOX** ***/###

It is 6.30pm, 26th of May, 1942. Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. During the Operations Cycle you grapple with your opponent for the Initiative to activate your formations and conduct various actions. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. **$75.00**

TGI **TUNISIA Nov 1942-May 43** ***/###

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. A follow on game from the Guderian's Blitzkrieg, using the same rules system as Enemy at the Gates. With 780 counters, series and game rules, charts, 6 scenarios, etc. **$75.00**

WESTERN FRONT

COA **ACHTUNG - SPITFIRE** **/#

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. **$75.00**

VIC **AMBUSH!** **/####

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual

men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satched charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **$80.00**

AH **B-17 QUEEN OF THE SKIES** */####
A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **$50.00**

AH **BATTLE OF THE BULGE 3rd Edition** */###
The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **$40.00**

AH **BREAKOUT NORMANDY** **/###
At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb. **$70.00**

GMT **BRITAIN STANDS ALONE** **/###
This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by fighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc. **$60.00**

AH **D-DAY 3rd Edition** */###
Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **$40.00**

GMT **FRANCE 1940, VICTORY IN THE WEST** **/###
Uses the same system as Arctic Storm. Has extensive historical information, including highly acurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holand, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours. **$75.00**

JED **FORTRESS EUROPA** **/###
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! **$12.00**

GMT **INVASION: NORWAY** **/##
The German invasion of Norway led to one of the most innovative and dynamic campaigns of the entire Second World War. This game simulates this fascinating campaign using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately protray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game, because every action you take may be detected and reacted to by your opponent. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. **$70.00**

TGI **LEROS** ***/###
In 1943 the Turkish government let the Allies place a small British garrison on the small Mediterranean island of Leros. Hitler learned of this and planned an intensive combined invasion reminiscent of the heady days early in the war. On Nov 12, 1943, a force composed of elite Fallshirmjager, Brandenburger and other army and Luftwaffe units stormed the island and took it in the face of fierce resistance by the British defenders. This game lets you explore all the facets of a air-sea invasion, and the attempt to stop it succeeding. The three 22x34" gamemaps contain the entire island and are absolutely stunning! There are no edge of the world arguments. 560 counters of platoons & individual vehicles, charts, five scenarios, etc. **$70.00**

AH **LONDON'S BURNING** **/###
August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. **$70.00**

S&T160 **MEDWAR** **/#
S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceeding the land invasions of Italy and the islands about Italy. Both sides did not use their air or naval power to full potential, so this game has plenty of scope for historical experiments and "what-ifs". Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. **$15.00**

COA **OVER THE REICH** ***/#
Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. **$55.00**

AH **PANZER LEADER** **/###
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cards, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **$65.00**

AH **RAID ON ST. NAZAIRE** **/####
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolit-ion teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. 260 counters & a point-to-point system 16"x33" mapboard. **$65.00**

3W **SPITFIRE!** **/##
Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types, including Polish PZL11, French Potez 63 and Dewotine D520, German ME109, FW200, British Hurricanes and Spitfires, plus US and Italian aircraft. Missions range from tank busting to dogfighting to bomber intercepts. **$50.00**

3W **THE LAST BLITZKRIEG** **/###
A 22 tum regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each tum is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occured or were alleged to have occured during the battle. With 300 counters, rules, charts, 34"x22" map, **$35.00**

GMT **THE RISE OF THE LUFTWAFFE** **/##
Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railyards, **$55.00**

EIGHTH AIR FORCE An expansion for Rise of the Luftwaffe. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. You are given the majo: fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, 8 target area displays, etc. **$65.00**

3W **TO THE FAR SHORE** ***/##
It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. With 17 types of terrain, turns of two days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement, etc. With realistic and detailed invasion rules. 500 counters, 2 maps. **$50.00**

JED **VICTORY AT SEA** */#
A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each tum points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short `n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **$30.00**

COL **WEST FRONT** **/#
This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. The game system flows quickly and uses a simple and very effective command system of unit activation and depletion of supplies as a result. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. Otherwise, in a two player game, the game itself controls the invading Soviet armies, and when they arrive, you normally just sit there are watch them roll towards you, Germany by this stage being in a really bad way, unless you manage to pull off some miracles against the Americans and British. Includes 6 scenarios, stunning 22"x34" mapboard, etc. **$90.00**

EASTERN FRONT

TGI **BLACK WEDNESDAY** ***/###
A stunning grand tactical simulation of wargame on the Eastern Front. It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. **$75.00**

COA **BORODINO '41** **/#
The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severaly that within five days they lost half their tanks and had to disolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. Can you as the German player succeed where historically they failed? Can you breach through? 280 counters, maps, rules, etc. **$65.00**

S&T152 **CASE GREEN** **/#
A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. **$10.00**

RHI **CAMPAIGN TO STALINGRAD** **/#
We've been able to snaff up a few copies of this game by Rhino Games. The game is a good, balanced, traditional wargame in the league of Russian Campaign, though a little more complex. Includes 800 counters, two mapsheets, lots of play aid charts, etc. Each tum is three days, and each hex in 16 km. Most units are divisions, but there are also Soviet Tank, Cavalry, and Mechanised Corps, along with independent brigades, regiments or battalions. Can you as the German player smash through the Soviet defenses to take Stalingrad and prevent your forces from being cut off? Can you as the Soviet player hold onto the vital city while encircling and trapping the German army so that it cannot break out? **$70.00**

COL **EAST FRONT** **/#
This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters, red blocks with khaki stickers for the Soviets, and grey blocks with black or grey stickers for the Germans. The counters provide step-reduction as the unit takes losses (you rotate the block to the next lower value), and the counters also provide fog of war, as you only see your opponents strength when one of you attacks the other. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most

challenging theatre of war in WW2. $90.00

GMT **LOST VICTORY KHARKOV 1943** **/##
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. $65.00

AH **PANZERBLITZ** **/###
The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. $60.00

JED **RUSSIAN CAMPAIGN Series II** */###
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. $25.00

AH **RUSSIAN FRONT** **/##
Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. $65.00

3W **SPIRES OF THE KREMLIN** ***/###
Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. $60.00

TGI **STALINGRAD POCKET 2nd Ed** */###
This is the 2nd Ed of the 1992 game. Includes a reworked map and Order of Battle, and updated rules. The game covers the Soviet counteroffensive and the German operations to hold the pincers apart and if that fails, to relieve the Stalingrad Pocket. Soviet play requires the use of a ponderous and fragile weapon of great size (the Red Army of 1942), and German play requires sabre-like use of mobile reserves in hit and run tactics. 560 counters, 1 large and very colorful map. Rules are simple, so makes a good, flowing game. $50.00

GMT **TYPHOON Drive on Moscow 1941** ***/###
In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. Instead, their huge loses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22x34" maps, six scenarios, sequence of play which highlights Axis armored breakthroughs, air combat rules, counters include artillery, rocket artillery, engineers, bridge units, etc. $80.00

AH **TURNING POINT: STALINGRAD** **/###
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). $50.00

PACIFIC THEATRE

AH **GUADALCANAL** */#
The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. $70.00

3W **LONG LANCE & HENDERSON FIELD** */###
Two games in one centred on Guadalcanal. Henderson Field is a 2 player struggle for the Island, with infantry units, tanks, LVTs, artillery, AT, engineers, air-craft, and anti-aircraft. With 3 scenarios, a 26 turn campaign, Fog of War, ammunition, etc. Long Lance is a two player game simulating the vicious naval engagements off Guadalcanal in 1942, including scenarios Savo Island, Lunga Point, Cape Esperance, First and Second Guadalcanal, and Tassafaronga Point. With individual battleships, cruisers, and destroyers. 500 counters, 2 maps, 2 rule books, charts, tables. $50.00

AH **MIDWAY 2nd Edition** */#
After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. $45.00

VIC **PACIFIC WAR** ****
In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gnashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully in-tegrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! $100.00

3W **"SCRATCH ONE FLAT TOP!"** **/#
A simulaton of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target aquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and 2 movement/search maps. This game is normally $50.00. $15.00

VIC **TOKYO EXPRESS** ***/####
A solitaire game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of prowling enemy warhips. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockaiding US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. $80.00

AH **VICTORY IN THE PACIFIC 2nd Edition** */#
Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. $55.00

POST WORLD WAR II

AVA **ACQUIRE Deluxe Edition** */#
Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial wars. With 14x22" color mounted mapboard, 3 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. $60.00

WWW **CHINESE CIVIL WAR** **/###
A fascinating study of a guerilla army pitted against a convential one. Clear one province of guerillas and they'll pop up in the next one, redeploy your troops and they will reappear in the areas you just cleared. You may win the battles, but the guerillas may win the war. This is a very demanding and taxing game - can you handle the pressure? 34" x 22" full color map, 200 counters. $35.00

GMT **CRISIS SINAI 1973** **/###
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. This boardgame places you in the shoes of each protagonist. Can you, as the Egyptian player, achieve what they almost achieved? With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. $75.00

AH **IDF - Israeli Defense Force** **/##
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. $90.00

VIC **VIETNAM 1965-1975** ****/#
A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, airmobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps. $60.00

TGI **YOM KIPPUR** **/###
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. This is a game of the crossing and the bitter fighting along the banks of the Suez Canal. Both players must position themselves to be able to win when a cease-fire occurs. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. $55.00

WORLD WAR III

AH **FIREPOWER** ***/##
Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, wea-pon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal character-isitics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). $60.00

VIC **FLASHPOINT: GOLAN!** ***/##
The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally $80.00 - please - buy a copy & give it a home! $35.00

AH **FLIGHT LEADER** **/###
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Com-ponents feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). $50.00

AH **M.B.T.** **/##
Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. $70.00

Science Fiction

BattleTech

FAS **BATTLETECH 3rd Edition** **/###
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, `Mech anatomy & Regimental organisations.There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbit, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! $40.00

The BattleTech Compendium (Old edition)
Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehides, VTOLs, etc. A 144 page book with color plates. $7.50

BattleTech Compendium: The Rules of Warfare - Softcover
Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, and a map of the Innersphere. $35.00

BattleLance Miniatures Rules
This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

BattleSpace
This is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. $55.00

BattleTech Field Manual: Draconis Combine
The first is the new Field Manual series. Complete coverage of the Combine, describing units such as the Ghost Regiments, Genyosha, and tactical doctrine, new weapons and Mechs, color schemes of uniforms, etc. June $35.00

BattleMechs Contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. $10.00

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $35.00

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. $35.00

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. $35.00

BattleTech Recognition Cards 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mechs is also given it's Mechforce USA combat value. $40.00

BattleTech Tactical Handbook An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. $24.00

Black Thorns Based on the events in the novels Main Event and DRT, this book includes a history & game info of the Black Thorns. $20.00

CityTech 2nd Edition At long last the new edition of CityTech is here. This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. $50.00

CityTech Plastic Mechs We are also selling separately the 8 plastic mechs found in the CityTech boxed set. The 8 mechs are: Orion, Victor, Centurion, Javelin, Uller, Black Hawk, Daishi and Mad Cat. All are direct conversions of the metal Ral Partha mechs. $10.00

Chaos March Gives players the information they need to run games and campaigns in the troubled Sarna March. An up to date look at the many factions and employment opportunities on the planets in the area, also rules and equipment, with a chapter on Outreach. $24.00

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new `Mechs. $30.00

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $16.50

First Somerset Strikers A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $35.00

Hot Spots Rulebook adding further rules regarding being a mercenary.$22.50

Invading Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs.: $35.00

Luthien Scenario pack which details the entire Clan invasion. $22.50

Mech Record Sheets 3025/3026 The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $35.00

Mech Record Sheets 3050 Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $35.00

Mech Record Sheets 3055/3058 More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $35.00

Medium Omnimech Techprints Stunning full color cut-away views of the four Clan medium omnimechs. Each print is 22" x 34". $33.00

Plastech Contains 16 1/285th scale plastic `Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. $35.00

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and an illustration for 55 `Mechs variant s, plus conventional vehicles, combat aircraft, etc. This revised priting also includes the mechs from Readout 2750, which is being dropped. Due July. $30.00

Technical Readout #2 3026 Vehicles & infantry combat equipmt. $30.00

Technical Readout #3 2750 Earlier `Mechs & conventional wpns. $30.00

Technical Readout #4 3050 The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. $30.00

Technical Readout #5 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere `Mechs, Clan OmniMechs & Omnifighters, 2nd-line `Mechs, and refits! $30.00

Technical Readout # 6 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $30.00

Technical Readout # 7 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintns have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $35.00

The Falcon & The Wolf Scenario pack that pits Clan against Clan. The battles featured in Bred for War and I am Jade Falcon are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. $20.00

The Fall of Terra
Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. Due Aug. $24.00

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. $35.00

Tukayyid Gives players the chance to change history. 25 scenarios represent all the major engagements of Tukayyid. As the Clans, players may engage is bidding to determine who among them is worthy to lead their forces to victory. As the Comguards the player must use superior numbers and guerrilla tactics to overcome the Clans technological and skill advantage. $24.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Car Wars

STE **CAR WARS CLASSIC** */#
A game of the freeways of hte future - where the right of way goes to the biggest guns. Players choose their vehicles - complete with weapons, armor, power plants, suspension, and even body style. Then its to the road to become an ace or to crash and burn. As you survive battles your abilities improve, and you earn money to buy bigger and better cars. And the biggest attraction of all is the design rules, where you can customize your own cars, trucks, and cycles, within design parameters. 103 counters, 2 sided map rules. $20.00

CAR WARS COMPENDIUM 2nd Ed 112 page softcover book including all the rules from Deluxe Car Wars through to Boat Wars, newly organised, illustrated and indexed for easy access. An eight page charts and tables insert makes car design and play easier. $35.00

STE **CAR WARS DELUXE** */#
This boxed set weighs a ton! This complete game includes all the rules from Car Wars Classic, but has extra maps and counters, as well as road sections printed on sturdy cardstock. Cars, cycles, vans, ten-wheeled trucks, trailers, semi-rigs, 3 wheelers, and helicoptors - combat on the freeways, in the arenas, and even off-road duelling - its all here. Also includes the complete 2nd Ed Car Wars Compendium as described above, and a bonus supplement. (The box I looked in had the complete AeroDuel. $50.00

TAS **FEDERATION & EMPIRE (DELUXE) 3rd Edition** ***
A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's rather expensive! $99.00

CARRIER WAR Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. $40.00

SPECIAL OPERATIONS Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. $22.50

F&E MODULE 2: MARINE ASSAULT Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. $30.00

DP9 **HEAVY GEAR FIGHTER** **/#
An extremely high quality card game from Dream Pod-9 and Janus Publications. This game is pure anime mecha slugfest material! The game revolves around showdowns and duels in the Badlands, a barren region on the world Terra Nova. You play the role of a mecha pilot, your mecha being a fifteen foot tall Heavy Gear, one of the most powerful infantry war machines ever designed, with durasheet armor, sophisticated smartweaponry, and powerful V-engine. The game includes eight different full color, laminated mech record sheets, with all info required to run the machine; an icon key; a laminated card of record keeping counters you need to cut out; 100 full color, animated and laminated playing cards, used to resolve all combat actions, & easy to follow rules. $30.00

HEAVY GEAR FIGHTER WEAPONS & EQUIPMENT
The first expansion set for the above card game. It includes two 36 card decks, each of which can at least be partially incorporated in the main playing deck, or used separately as the players see fit. The rulebook also includes the multi-player rules (3-8) for use with the above card game. New weapon cards include Particle Cannon, Plasma Cutter, Chain Cannon, Strike Claw, Light Railgun, Rocket Launcher, Tank Gun, Snub Cannon, etc. Equipment cards include Heat Resistant Armor, Heavy Reinforced Armor, Improved Life Support, Anti-Missile Systems, etc. $22.00

DP9 **MINI HEAVY GEAR** */#
This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG. It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You will need a few 6 sided dice to play this game. $3.95

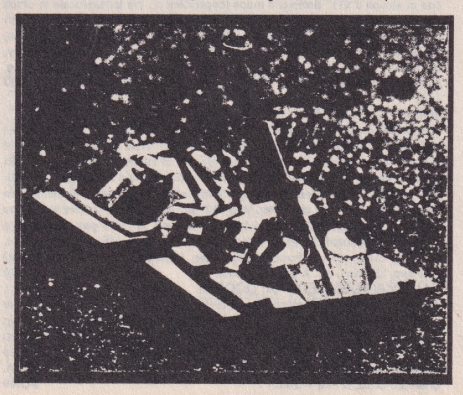
BUF **NUCLEAR WAR** */#
A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmonger pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards, with warheads, missile & anti-missile, secret & topic secret, propaganda; 40 population markers, player mats, rules. $45.00

NUCLEAR ESCALATION
A stand alone card game, which can also be combined with Nuclear War if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spys, cruise missiles, etc. With 108 + cards, bomb die, player mats, etc. $45.00

NUCLEAR PROLIFERATION
Also a stand alone card game, which can be combined with the previous two games. You choose which farcical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, scud missiles, atomic cannons, patriot missiles, saboteurs, etc. A lesson in the futility of atomic warfare. $45.00

NUCLEAR WAR BOOSTER PACKS Each booster pack contains 8 cards randomly inserted from a range of 47 all new cards. You can use these additional cards with Nuclear War, Nuclear Escalation, or Nuclear Proliferation.
Pack $2.00 ea **Display $90.00** 400 cards

STE **OGRE/GEV** */###
Its back! Contains two complete games, OGRE and GEV, but you can also use the units or map from one game with the other. In OGRE one player has a force of infantry and conventional armor and a command post to defend. The other player has just one unit - the giant Cybernetic tank called an Ogre, but it is an even match. Advanced rules allow for solitaire and multi-player games, and allow concealed units, mines, and Self-Destruct. The second game is GEV, which focuses on fast moving hovercraft and their effect upon futuristic combat. With back to back counters, simple fast moving rules, & 2 sided map. $20.00



STE **OGRE MINIATURES RULES** **/##
We'll put this into the Miniatures Section of the catalog in the next catalog. Contains everything you need to recreate miniature battles set in the Ogre universe, historical background, rules, scenarios, and tables with which to design your own units. A fast playing and deadly system. $30.00

WIZ **ROBO RALLY Revised Printing** */#
A unique and highly amusing board game designed by Richard Garfield, the designer of Magic the Gathering. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidently discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyer belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyer belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. $70.00

ARMED & DANGEROUS
Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. $60.00

IRO **SILENT DEATH The Next Millennium Deluxe Edition** **/##
A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. $80.00

SILENT DEATH The Next Millenium RULEBOOK
The rulebook of the above boxed set, available separately. $24.00

RENEGADES: The Espan Rebellion
A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. $16.00

SUNRUNNERS
With the end of the Terran-Hatchling War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they intend to return to their world to claim it back from the Grubs. $21.50

WARHOUNDS (Due May)
Until now, the Silent Death system has concerned itself only with starfighters and gunboats, but this supplement introduces escort-class ships. With starcraft displays for six new gigantic starcraft, plus rules on how to build your very own escorts. $22.00

Space Hulk

GAM **SPACE HULK** **/##
Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes,24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! $99.00

STAR FLEET BATTLES

TAS **STAR FLEET BATTLES CAPTAIN'S ED BASIC SET** ****
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 aounters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racelal backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. $65.00

SFB ADVANCED MISSIONS Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. $65.00

CAPTAIN'S RULEBOOK This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Cap'ts Ed Basic Set. $80.00

CADET TRAINING MANUAL STAR FLEET BATTLES for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! $15.00

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. $18.00

CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. $20.00

CAPTAIN'S LOG # 11 80 pages, including scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation,etc $20.00

CAPTAIN'S LOG # 12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. $20.00

CAPTAINS LOG # 13 80 pages of fiction, scenarios, new SSDs. $20.00

CAPTAINS LOG # 14 80 pages of articles, scenarios, new SSDs, fiction, etc. $20.00

CAPTAINS LOG # 15 80 pages with a story on Kzinti commandoes assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. $20.00

CAPTAINS LOG # 16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactices for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. $30.00

CAPTAINS LOG # 17 With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, & stuff for F&E. $30.00

CAPTAINS MODULE F1: THE JINDARIANS A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. $35.00

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! $35.00

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! $35.00

CAPTAIN'S MODULE P6: Galactic Smorgasbord With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Goms or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. $20.00

CAPTAINS MODULE X1: X-Ships The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. And a 96 page SSD book, 108 counters. $40.00

CAPTAIN'S SSD PACK Contains all the SSD's from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over over 300 ships. $40.00

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. $30.00

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. $30.00

MODULE C3: New Worlds III The LDR, Seltorians, rules, scenarios, & new counters. $34.95

MODULE C4: Fleet Training Centre Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. $50.00

MODULE M: Star Fleet Marines The toughest hombres in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, advanced rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, and 16 new scenarios that portray every aspect of marine action, & 216 counters. $45.00

MODULE R1 Starbases, battle stations, base modules, freighters, etc. $35.00

MODULE R2 Lots of ships, some of `em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. $35.00

MODULE R3 Another collection of ships, again some of `em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. $35.00

MODULE R4 Ships, SSDs, scenarios for the Romulans, Goms, Tholians & ISC. $35.00

MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! $40.00

MODULE R6 The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. $50.00

MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. $22.00

MODULE S2: Scenario book # 2, with 50 new scenarios, for both F&E and SFB. Includes a full color map of an asteroid field. $23.95

MODULE T: TOURNAMENTS 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. $25.00

STAR FLEET MISSIONS A fast beer `n' pretzels card game version of SFB. $35.00

TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). $30.00

TOURNAMNENT BOOK '91 Complete rules, 12 tourney SSDs & 216 counters. $10.00

STAR FLEET BATTLES MINIATURES

TAS5301	Federation CA	$11.95
TAS5302	Klingon D7	$11.95
TAS5303	Romulan Warbird (2)	$11.95
TAS5401	Starter Set	$30.00
	(Fed CA, Klingon D7, Warbird, 2 x Tholian PC)	

The following are strictly limited edition starships. Once gone, we can't get anymore.

TASLE2222	Andro Python & Conquistidor	$12.95
TASLE2223	Klingon Tug	$16.95
TASLE2224	Gorn DN	$11.95
TASLE2225	Kzinti Tug	$14.95
TASLE2226	Starbase	$14.95
TASLE2227	Hydran CL & FF	$14.95
TASLE2228	ISC DN	$14.95

GZG **STARGRUNT II**
These rules are actually miniatures' rules, but as I've finished the miniatures section, I am forced to place them here. These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. $40.00

Fantasy

TSR **DRAGONSTRIKE** *
An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den.
Special $45.00

TSR **DUNGEON! 2nd Edition** *
1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero minatures. $50.00

AH **MAGIC REALM 2nd Edition** ****
Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! $60.00

PRE **SLASHER** *
A terrifyingly funny card game of B-grade horror films. Three to six victims have been invited to dinner in the Manor House. But the lfie has gone out of the party. Now you must face a maniacal slasher and worse, a bad script that gives you the short end of the chainsaw. Playiing time is 90 minutes. Includes cards and rules. $30.00

AH **TITAN** **
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be be coerced into a legion. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summonong angels, etc. With 621 large, attractive counters. $65.00

GAM **TALISMAN 3rd Edition** *
The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. $90.00

TALISMAN DUNGEON OF DOOM
Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. $45.00

TALISMAN CITY OF ADVENTURE
Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards, etc. $45.00

TALISMAN DRAGON'S TOWER
Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. A new set of adventure cards details the events, enemies and followers that can be encountered in the tower and the treasures that can be found there. Also contains four new characters & their miniatures. $60.00

ICE **THE HOBBIT** *
A superb family game based upon Tolkien's novel The Hobbit. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Also includes 4 plastic hobbits, coins & life points, special dice, etc. $65.00

GAM **WARHAMMER QUEST** *
This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 gian rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. $99.00

WARHAMMER QUEST MINIATURES

CIT00017	CHAOS WARRIOR	$22.00
CIT00081	PIT FIGHTER CHARACTER PACK	$22.00
CIT00111	ELF RANGER	$22.00
CIT00128	DWARF TROLLSLAYER CHARACTER	$22.00
CIT00135	WARDANCER	$22.00
CIT00159	WITCH HUNTER	$22.00
CIT00173	CHAOS WARRIOR	$20.00
CIT000210	TREASURE CARDS DECK 2	$15.50
CIT000227	TREASURE CARDS DECK 3	$15.50
CIT000265	EVENT CARDS	$15.50

AH **WIZARDS QUEST** *
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. $50.00

Sports Games

AH **PAYDIRT** *
The authentic pro football action game. It is not a spinner and dice game, but a game of think and double think. During play you must deduce what you think your opponent will call. Your opponent is doing likewise. Calls of each player are cross-indexed on the proper Play/Action Team Charts to get the final loss or gain. So if you've got the worse team of the season, you will need to develop a plan to overcome this handicap. Highly suitable for solitaire play. Includes gridiron playing board, rules folder, complete set of play/action team charts for every AFL/NFL team, scorepad, plastic football and ten yard marker, play aid charts, special numbered dice cubes. $55.00

AH **STATIS PRO BASKETBALL** **
The game of Professional Basketball. You are the coach, you pick the starting lineups, send in the substitutes, and call plays in crucial situations. But your players will only perform up to their potential: each is accurately rated to recreate his season statistics in shooting, fouls, rebounds, blocked shots, assists, steals, etc. The Fast Action Card system with a 200 card deck keeps the game pace high, and also allows solitaire play. $65.00

WORLD CUP TOURNAMENT FOOTBALL (SOCCER) GAME *
A locally produced game featuring stunning components. You lead a soccer team just entering the World Cup. Ranged against you are 23 other teams all bent on halting your bid for victory and glory. Your team has a variety of skills but only the best use of that ability will lead your team to the trophy. The game comes with 84 National Teams that allow you to play every World Cup since its inception in 1930. You can even make up your own World Cup campaigns with your favourite teams. Each team is rated based on its historical performance. Can you outscore the fluent Brazilian attack or break down a strong German defense? For 2 - 24 players, with 2 82cm x 58cm gameboards, one for Olympic and one for World Cup, 84 National Team tokens, 192 playing cards, rules, etc. $60.00

Miniatures & Miniatures Rules

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Ancients & Renaissance

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition
Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual `terror' weapons, & basic strategies. **$16.00**

WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC
Until now everyone's been using the 6th Edition's three army list books, which are not really compatible with 7th Ed. This first new army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **$16.00**

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America
90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **$16.00**

D.B.M.

WRG D.B.M. Version 1.3
DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat
The new 1.3 printing of DBM has been updated to include all of the 1.2 changes, as well as a few new changes and clarifications.

These rules are the best and most popular for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions. Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. Due May. **$16.00**

WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC
A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **$16.00**

WRG DBM ARMY LISTS # 2 500 BC - 476 AD
A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **$16.00**

WRG DBM ARMY LISTS # 3 476 AD - 1071 AD
A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Tribal Mongolian, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **$16.00**

WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD
The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordonnance, Wars of the Roses, Burgundian Ordonnance, etc. **$16.00**

DBA

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1
This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **$16.00**

DBR

WRG DBR Wargames Rules for Renaissance Battles
This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Skirmishers, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **$16.00**

WRG DBR. ARMY LISTS BOOK 1
Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **$16.00**

WRG DBR ARMY LISTS BOOK 2
At this time we don't have any information, except we think it will cover the English Civil War and other armies of that time period. Due June. **$16.00**

Hittite Infantry: Armies & Enemies of the Near East

WRG HORDES OF THE THINGS
See Heading under Fantasy Miniatures Section. **$16.00**

WRG History Books

WRG ARMIES OF THE NEAR EAST
208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaen, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **$45.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **$38.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME
150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmations, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price** **$10.00**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD
A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES
1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **$30.00**

WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD
A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It gives history, tactics, organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. **$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1
1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to 6d to a Hobilar. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each beligerant. 192 pages. **Special price.** **$19.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2
1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **$38.00**

DBM Army Packs

True 15mm Figures. Available Unpainted Only

D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off our normal retail prices. Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. $Quote

MITANNI 1300 BC: Includes 3 generals in chariots, Reg Cv(S), 22 chariots with armored crew, Irr Cv(S), 6 chariots with unarmored crew, Irr Cv(O), 4 horse archers, 24 Alik Ilki Spearmen, 12 supporting archers, 14 skirmishers, 18 baggage animals.
350 points, 58 elements. Figures by Chariot Miniatures. The Mitanni were the first superpower in the Middle East. This army is good because it has three regular command factors and all irregular troops - making them all very cheep. Chariots Irr Cv(S) = 8 points! *Please allow 3 - 6 weeks for delivery.* $185.00

NEW KINGDOM EGYPTIAN 1250 BC
15mm: 3 generals in chariots, 12 chariots, Reg Cv(S), 40 Spearmen, 16 Axemen, 40 Bowmen, 16 Javelinmen, 8 skirmishers, & 18 baggage animals. (Chariot Miniatures) $142.00
6mm: 30 chariots, 120 Spearmen, 48 Axemen, 120 Archers, 36 Javelinmen, 24 skirmishers. $57.00
347 points, 53 elements. The most popular Egyptian army, with excellent foot troops and superior cavalry chariots. Please allow 3 - 6 weeks for delivery.

LATER HOPLITE SPARTAN DBM ARMY
15mm: 210 figures - 3 Generals, 153 hoplites, 24 Javelinmen, 12 Light Horse, 18 baggage animals. (Museum Miniatures) $102.00
6mm: 557 figures - 3 generals, 35 light horse, 447 hoplites, 72 javelinmen. (Irregular Miniatures) $49.00
350 points, 63 elements Figures are by Museum. The Later Hoplite army's advantages lie in that it has three regular generals rather than 2 ally generals, and in that all of the Hoplites are regular. As such, the army is easy to control.

GALLIC DBM ARMY, 100 BC
15mm: 255 figures - 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. (Museum Miniatures) $141.00
6mm: 648 figures - 3 generals, 141 cavalry, 360 warband, 144 skirmishers. (Irregular Miniatures) $69.00
Makes 350 points, 93 elements. The traditional opponents of the Romans, fighting Camillan, Polybian, & Marian Romans. The warband are very difficult to control, but the army has a lot of good cavalry and skirmishers.

ALEXANDRIAN MACEDONIAN DBM ARMY
15mm: 211 Figures - 3 Generals, 18 Companions, 6 Prodromoi, 12 Thessalian Hvy Cav, 6 Thracian Lt Cav, 16 hypaspists, 96 Phalangites, 24 Skirmishers, 18 baggage. (Museum) $111.00
6mm: 510 figures - 3 generals, 56 companions, 30 light horse, 25 heavy cavalry, 324 hypaspists & pikes, 72 skirmishers. $55.00
Makes 350 points, 63 elements. With this army Alexander crushed the Greeks and Persians. The army has knights, cavalry, light horse, phalangites, and good light troops. Remember that it was primarily with the Companions that Alexander won each battle, not the phalanx.

LATER CARTHAGINIAN 209 BC
15mm: 180 figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors - very popular!) $163.00
350 points, 64 elements. One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted.

POLYBIAN ROMAN 209 BC
15mm: 157 figures - 3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati & Princeps, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. $120.00
349 points, 53 elements. Figures by Battle Honors (Sculpted by Tony Barton. Please allow 2 weeks for delivery. These are the best Polybian figures available. I only just discovered this range - and I bought myself the army immediately.)
The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!

EARLY IMPERIAL ROMAN DBM ARMY
15mm: 191 Figs - 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. (Museum Miniatures) $98.00
6mm: 413 figures - 3 generals, 86 cavalry, 228 legionaries, 96 auxiliaries. (Irregular Miniatures) $44.00
350 Points, 49 elements. A good balanced Roman army, with lots of Blades, Superior Auxiliaries, and cavalry. They fought the Armenians, Parthians, Germans, British, Samatians, etc.

CLASSICAL INDIAN 321 BC
15mm: 163 figures - 7 elephants with 6 supporting javelinmen each, 18 Cavalry, 42 Archers, 24 Javelinmen & 18 baggage animals. 350 pts & 41 elements. (Museum Miniatures) $122.00
6mm: 14 elephants with 42 escorts, 50 cavalry, 162 archers, 90 javelinmen. (Irregular Miniatures) $54.00
35 elements, 350 points. A small but extremely powerful army. With superior elephants, superior longbowmen, and fast blades, who can go through the archers to protect them if necessary.

EASTERN LATE IMPERIAL ROMAN 350AD
15mm: 186 figures - 3 generals, 9 Catafractarii, 12 Clibinarii, 12 Cavalry, 8 Light Horse, 4 Fast Light Horse, 48 Legionaries, 24 Supporting Archers, 24 Auxilia Palatina, 12 Supporting Archers, & 18 baggage animals. (Hobby Products) $102.00
6mm: 424 figures - 3 generals, 36 cavalry, 25 Catafractarii, 30 Clibanarii, 30 light horse, 144 legionaries, 48 Auxilia, 108 supporting archers. (Irregular Miniatures) $48.00
350 points and 59 elements. An ideal tournament army. Legionaries supported by archers can fight one rank deep against mounted, meaning they don't have to be put two ranks deep. And with fast knights, exceptional knights, and lots of light horse, the army has a good mounted arm.

MONGOL 1206 - 1266 AD: 106 figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. *350 points, 44 elements. Figures by Museum (very nice!)*
An army I am dreaming of buying myself one day. This army is unique in that it has all regular generals, with the option of having four generals, and all cavalry and superior light horse. This army will never be outmaneuvred. $89.00

ILKHANID MONGOL 1281 AD: 111 figures - 4 generals, 14 Guard Cavalry, 6 Hospitaller Knights, 16 Hospitaller Crossbowmen, 41 Mongol Light Horse, 12 Kurdish foot, 18 baggage animals. 346 points, *43 elements. Figures by Museum (very nice!)*
This is the Mongol army that invaded the Middle East, making an alliance with the Hospitallers to fight the Muslims. This army is popular because it has four generals, superior knights, crossbows, as well as superior cavalry and light horse. $82.00

AYYUBID EGYPTIAN 1171 AD: 126 figures - 3 generals, 24 Mamluk superior cavalry, 9 unarmored Mamluk cavalry, 18 Askaris cavalry, 20 Turkoman superior light horse, 12 Bedouin Arab light horse, 18 auxiliaries, 10 skirmishers, 18 baggage.
51 elements, 350 points. Figs by Museum. The armies of Saladin, the classic opponent of the Later Crusaders. For players who like cavalry armies, this is one of the best, having regular generals.. $100.00

MAMLUK EGYPTIAN 1250 AD: 123 figures - 3 generals, 42 Mamluk superior cavalry, 18 Halqa ordinary cavalry, 20 Turkoman superior lighthorse, 18 auxiliaries, 10 skirmishers, 18 baggage.
48 elements, 349 points. Figures by Museum. The successors to the Ayyubid Egyptians, these fought againts the Later Crusaders, Ilkhanids, Timurids, Knights of St John. Another very good cavalry army, this one having even more superior cavalry.

100 YEARS WAR ENGLISH 1410 AD
15mm: 145 figures - 3 Generals, 6 Mtd Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. (Museum Miniatures) $73.00
6mm: 306 figures - 3 generals, 21 mtd knights, 60 foot knights, 162 longbowmen, 48 billmen, 12 skirmishers. (Irregular) $30.00
350 points, 41 elements. A small but powerful army. Dismounted foot knights fight well against any opponent, and longbows are the nemesis of all mounted opponents.

MEDIEVAL FRENCH 1410 AD
15mm: 160 figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) $100.00
6mm: 426 figures - 3 generals, 141 knights, 132 crossbowmen, 120 Brigans, 30 Ribauds. (Irregular Miniatures) $52.00
350 points, 52 elements. The opponents of the 100 Years War English. A much larger army, and with lots of Superior Knights, but also difficult to control and without any good quality foot troops.

MUSEUM MINIATURES

15mm

Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

MUSSE1	Macedonian Phalangite (1)	$0.55
MUSSE2	Seleucid/Successor/Hellenst Phalangite	$0.55
MUSSE3	Thracian Foot with Rhomphia (1)	$0.55
MUSSE4	Peltast with crescent shld & javelin (1)	$0.55
MUSSE5	Psiloi with javelin & shield (1)	$0.55
MUSSE6	Psiloi with javelin & shield	$0.55
MUSSE7	Spartan or Later Hoplite (1)	$0.55
MUSSE8	Early/Mercenary Hoplite (1)	$0.55
MUSSE9	Lycian/Pamphylian/Mysian spear & shld	$0.55
MUSSE10	Lycian/Pamphylian sword, round shld	$0.55
MUSSE11	Persian Cavalryman armed with spear	$1.10
MUSSE12	Persian Archer in trousers & tunic (1)	$0.55
MUSSE13	Thracian slinger with shield & cap (1)	$0.55
MUSSE14	Scythian foot archer, with fox skin cap (1)	$0.55
MUSSE15	Thracian Peltast with spr,shld,greaves (1)	$0.55
MUSSE16	Greek/Thracian Hv Cv w/bronze cuirass	$1.10
MUSSE17	Spartan Hoplite or General, with cape (1)	$0.55
MUSSE19	Illyrian Foot with shield & javelin (1)	$0.55
MUSSE21	Bactrian Heavy Cavalry/Sub General (1)	$1.10
MUSSE22	Scythian Heavy Cavalry, unarmord horse	$1.10
MUSSE23	Scythian Foot with spear & javelin (1)	$0.55
MUSSE24	Scythian Foot armed with axe (1)	$0.55
MUSSE25	Scythian Cavalry on armored horse (1)	$1.10
MUSSE26	Veteran/Guard Phalangite (1)	$0.55
MUSSE27	Scythian Horse Archer (1)	$1.10
MUSSE28	Saka Cavalry on armored horse (1)	$1.10
MUSSE29	Bactrian/Sogdian/Scythian Horse Archer	$1.10
MUSSC01	Seleucid C-in-C/General (1)	$1.10
MUSSC02	Seleucid/Sccessor Companion/Agema	$1.10
MUSSC03	Scythian/Armenian Horse Archer (1)	$1.10
MUSSC04	Macedonian/Successor Companion Cav	$1.10
MUSSC05	Seleucid/Successor Cataphract SHC (1)	$1.10
MUSSC06	Tarantine Light Cavalry with Javelin (1)	$1.10
MUSIE11	Macedonian Elephant w/driver & pikeman	$8.25
MUSIE12	Seleucid Elephant, tower, driver, 3 crew	$8.25
MUSIE14	Successor Elephant, tower, driver, 2 crew	$8.25
MUSBS01	Macdn/Sucessr Bolt Thrower & 2 crew	$5.50
MUSCA01	Greek Psiloi/Cretan archer (1)	$0.55
MUSNS01	Greek Psiloi Slinger (1)	$0.55
MUSCT02	Seleucid 4 Horse scythed chariot & driver	$8.25

Gallic/Galatian/British 400 BC - 75 AD

True 15mm metal miniatures available separately

MUSGL01	Naked Fanatic w/sword & shield (1)	$0.55
MUSGL02	Naked Fanatic w/spear & shield (1)	$0.55
MUSGL03	Foot Warrior w/shield & sword (1)	$0.55
MUSGL04	Light Infantry skirmisher, shld & jvln (1)	$0.55
MUSGL05	Light Infantry Javelinman, shdl & jvln (1)	$0.55
MUSGL06	Light Infantry archer (1)	$0.55
MUSGL07	Cappadocian/Paphlagonian, shld & jvlns	$0.55
MUSGL08	British Light Cavalry, shld & jvln (1)	$1.10
MUSGL09	Medium/Heavy Cavalry, shld & spear (1)	$1.10
MUSGL10	Noble Cavalry/General/CinC, mail & shld	$1.10
MUSGL11	Light Infantry Slinger (1)	$0.55
MUSGL12	Infantryman armed with war horn (1)	$0.55
MUSGL13	Infantryman holding standard (1)	$0.55
MUSGL14	Warrior in chainmail ,shield,sword (1)	$0.55
MUSCT04	Two Horse Chariot with driver & warrior	$5.50
MUSCT04G	Two Horse Chariot,driver & armored Warr	$5.50

Early & Middle Imperial Roman

True 15mm metal miniatures available separately

MUSRM02	Mounted Roman CinC/General (1)	$1.10
MUSRM03	Middle Imperial Legionary (1)	$0.55
MUSRM04	Middle Imperial Legionary Lanciarii (1)	$0.55
MUSRM05	Equites Sagittarii Legionary Lt Cav (1)	$1.10
MUSRM06	Equites Alares/Cohortales Cavalry (1)	$1.10
MUSRM07	Middle Imperial Auxiliary Infantry (1)	$0.55
MUSRM08	Legionary Centurion (1)	$0.55
MUSRM09	Legionary Standard Bearer (1)	$0.55
MUSRM10	Legionary Legionary Musician (1)	$0.55
MUSRM11	Early Imperial Legionary, Lorica Segmta	$0.55
MUSRM12	Early Imperial Auxiliary Infantry (1)	$0.55
MUSRM13	Early Imperial Auxiliary Infantry (1)	$0.55
MUSRM14	Sarmati on Lancer on Horse (1)	$1.10
MUSRM15	Auxiliary Centurion (1)	$0.55
MUSRM16	Auxiliary Standard Bearer (1)	$0.55
MUSRM17	Auxiliary Auxiliary Musician (1)	$0.55
MUSRM18	Early Imperial Legionary with Sword (1)	$0.55
MUSRM19	Middle Imperial Legionary with Sword (1)	$0.55
MUSRM20	Middle Imperial Lanciarii with sword (1)	$0.55

1000s - 1300s AD Early Medieval

True 15mm metal miniatures available separately

MUSNI01	Light Infantry Archer (1)	$0.55
MUSNI02	Medium Infantry Spearmen , kite shld (1)	$0.55
MUSNI03	Heavy Infantry Spearmen, kite shield (1)	$0.55
MUSNI04	Unarmored Crossbowmen (1)	$0.55
MUSNI05	Medium armored archers (1)	$0.55
MUSNI06	Slav Infantry with spear & kite shield (1)	$0.55
MUSNI07	Heavy Infantry with 2 handed axe (1)	$0.55
MUSNI08	Viking Berserker with axe (1)	$0.55
MUSNI09	Viking Berserker with sword (1)	$0.55
MUSNI10	Viking Bondi Archers (1)	$0.55
MUSNI11	Viking Bondi Spearmen with sword (1)	$0.55
MUSNI12	Viking Bondi Spearmen with sword (1)	$0.55
MUSNI13	Viking Skirmisher, javelin, shield (1)	$0.55
MUSNI14	Viking Bondi Spearmen with spear (1)	$0.55
MUSNI15	Viking CinC on foot, sword & shield (1)	$0.55
MUSNI16	Viking Huscarl with axe (1)	$0.55
MUSNI17	Staff Slinger light infantry (1)	$0.55
MUSNI18	Viking Ulfhednar with sword (1)	$0.55
MUSNI19	Viking/Norman Hvy Inf, spr, shld (1)	$0.55
MUSNI25	Crusader Crossbowman, armored (1)	$0.55
MUSNI26	Crusader Archer, chainmail hauberk (1)	$0.55
MUSNI27	Crusader Foot Knight, swrd, shld (1)	$0.55
MUSNI28	Crusader Foot Knight with mace, shld (1)	$0.55
MUSNI29	Crusader Foot Knight w/spear & shld (1)	$0.55
MUSNI30	Crusader Heavy inf w/spear & shld (1)	$0.55
MUSNI31	Amored crossbowman (1)	$0.55
MUSNI32	Crusader Foot Knight w/swrd & shld (1)	$0.55
MUSNI34	Crusader General on foot, swrd,shld (1)	$0.55
MUSNI36	Crusader Foot Knight with axe (1)	$0.55
MUSNI37	Teutonic Foot Knight with mace, shld (1)	$0.55
MUSNI38	Crusader Foot Knight with sword,shld(1)	$0.55
MUSNI39	Teutonic Foot Knight with sword,shld (1)	$0.55
MUSNI40	Teutonic Foot Knight with lance,shld (1)	$0.55
MUSNC01	Mtd Norman Caballarii (c 850 AD) (1)	$1.10
MUSNC02	Mtd Norman Knight w/lance & shield (1)	$1.10
MUSNC03	Mtd Norman Knight w/lance & shield (1)	$1.10
MUSNC04	Mtd Norman Retainer, medium cav (1)	$1.10
MUSNC10	Mtd Crusader Turcopoles firing bow (1)	$1.10
MUSNC11	Mtd Crusader Turcopole with javelin (1)	$1.10
MUSNC12	Mtd Norman CinC (1)	$1.10
MUSNC13	Mtd Crusader Templar Knight (1)	$1.10
MUSNC14	Mtd Crusader Hospitaller Knight (1)	$1.10
MUSNC15	Mtd Crusader Hospitaller Knight w/swrd	$1.10
MUSNC16	Mtd Crusader Sergeant w/lance (1)	$1.10
MUSNC17	Mtd Crusader Knight with lance/shld (1)	$1.10
MUSNC18	Mtd Crusader Brotherknight (1)	$1.10

1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

MUSMD01	Unarmored English Longbowman (1)	$0.55
MUSMD02	Armored English Longbowman (1)	$0.55
MUSMD03	Unarmored Welsh Longbowman (1)	$0.55
MUSMD04	French Crossbowman (1)	$0.55
MUSMD05	Genoese Crossbowman (1)	$0.55
MUSMD06	French Archer with bow (1)	$0.55
MUSMD07	Welsh Knifeman, long knife & shield (1)	$0.55
MUSMD08	Welsh Spearman, spear & shield (1)	$0.55
MUSMD09	False French Town Militia, spear,shield	$0.55
MUSMD10	Brigand with 2handed weapon (1)	$0.55
MUSMD11	Heavily Armored English Longbowman	$0.55
MUSMD12	Foot Knight with mace & shield (1)	$0.55
MUSMD13	Foot Knight with axe (1)	$0.55
MUSMD14	Foot Knight with sword & shield (1)	$0.55
MUSMD15	Billman (1)	$0.55
MUSMD17	Mounted EHK Men-at-Arms (1)	$1.10
MUSMD18	Mounted Household Men-at-Arms SHK	$1.10
MUSMD19	English Lesser Mtd Men-at-Arms HC (1)	$1.10
MUSMD20	French/Continental Mtd M-at-Arms SHK	$1.10
MUSMD21	French Mounted Sergeant HC (1)	$1.10
MUSMD22	Mounted Hobilar with Lance (MC) (1)	$1.10
MUSMD23	Mounted Archer/Longbowman (1)	$1.10
MUSMD24	Later Mounted Man-at-Arms SHK (1)	$1.10
MUSMD25	Later Mounted Man-at-Arms SHK (1)	$1.10
MUSMD26	Retinue Armored Billman (1)	$0.55

MUSMD27	Retinue Armored Longbowman (1)	$0.55
MUSMD28	Mounted Shire Levy Hobilar MC (1)	$1.10
MUSMD29	Shire Levy Billman (1)	$0.55
MUSMD30	Burgundian Handgunner (1)	$0.55
MUSMD31	Irish Kern Light Infantry (1)	$0.55
MUSMD32	Mounted Retinue Billman (1)	$1.10
MUSMD33	Mounted Retinue archer with longbow	$1.10
MUSMD34	Burgundian Armored Pikeman (1)	$0.55
MUSMD35	Mounted, armored crossbowman (1)	$1.10
MUSMD36	Mounted CinC or Sub-general (1)	$1.10
MUSMD43	Later Men-at-arms on foot with sword (1)	$1.10
MUSMD44	Later Men-at-arms on foot with sword (1)	$1.10
MUSMA03	Medium Bombard & Crew	$8.25
MUSMA02	Small Wheeld Bombard & Crew	$5.50
MUSMA01	Organ Gun & Crew	$5.50
MUSMA04	Small Wheeled Mantlets (4)	$5.50

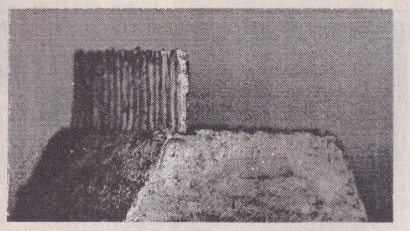
15mm Equipment

MUSWG03	Water Wagon & 2 draft horses	$8.25
MUSWG06	Canvas Topped Wagon,2 draft horses	$8.25
MUSWG07	Engineers Wagon & 2 draft horses	$8.25
MUSWG02	Wooden wagon & 2 draft horses	$8.25
MUSWG15	Wooden sided cart & 2 draft horses	$5.50
MUSWG16	Barrel Cart & 2 draft horses	$5.50
MUSPH01	Pack Horses (3)	$2.20
MUSAC80	Pack Camels (3)	$5.50

15mm Defenses

By Irregular Miniatures

Earthern Bank with Wooden Palisade 40mm wide	$4.00
Wooden Palisade 40mm wide	$1.30
Stone Parapet with Stone Wall 40mm wide	$4.00
Stone Wall 40mm wide	$1.30
Earthern Ditch 40mm wide	$4.00
Medieval Tent 35mm wide	$4.00



Earth Bank with Wood Palisade

Stone Parapet with Stone wall

AB ANCIENTS

By Tony Barton.

The best ancients figures I've seen, by far, but around 18mm tall.

Ancient Greeks

ABGR1	Front Rank Hoplite (1) 2 types	$0.70
ABGR2	Rear Rank Hoplite (1) 2 types	$0.70
ABGR3	Front Rank Spartan (1) 2 types	$0.70
ABGR4	Rear Rank Spartan (1) 2 types	$0.70
ABGR5	Nude Hoplite (Boetian/Theban) (1) 2 types	$0.70
ABGR6	Cretan Archer (1) 2 types	$0.70
ABGR7	Spartan Officer (1)	$0.70
ABGR8	Hoplite Officer (1)	$0.70
ABGR9	Pipe Player (1)	$0.70
ABGR10	Horn Player (1)	$0.70
ABGR11	Thessalian Cavalryman (1)	$1.40
ABGR12	Athenian Cavalryman (1)	$1.40

BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

RO1	Velite with separate shield & javelin (8)	$5.25
RO2	Hastati/Poor Princeps, standing with pilum, square armor (8)	$5.25
RO3	Hastati/Poor Princeps, throwing pilum, square armor plate (8)	$5.25
RO4	Princeps (or Triarii), mail shirt, standing with spear (8)	$5.25
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	$5.25
RO6	Infantry Command Group (5)	$5.25
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	$5.25
CGC6	Use as Roman Mounted Command (3) *	$5.25

* Actually Carthaginian mounted command group.

Tabletop Complete Armies

Ancient Naval Starter Set $33.95

Ancient Naval Wargames Rules 500 BC - 500 AD, by Navwar, 9 x 1/1200th Navwar ships, 2 dice.

Medieval Skirmish Army Starter Set $49.95

Retinue Medieval Rules, 55 x 15mm Tabletop figures, 2 dice.

Napoleonic Era

Chef De Bataillon

EMP **CHEF DE BATAILLON**

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importanly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. **$75.00**

From Valmy to Waterloo

COA **FROM VALMY TO WATERLOO**

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. **$55.00**

Napoleon's Battles

AVA **NAPOLEONS BATTLES**

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$45.00**

NAPOLEONS BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain and formations, etc), and 9 complete scenarios. 54 pages. **$15.00**

NAPOLEONS BATTLES EXPANSION MODULE # 2

I can't believe we actually received stocks of this module at last. But here it is. Has more optional rules, two campaign systems, 1400 Generals rated on an expanded chart, & five more battles, each with maps, orders of battle, info charts, special rules, victory conditions, etc. The battles are Austerlitz, Vimiero, Wagram, Albuera, and Lutzen. **$30.00**

Volley & Bayonet

GDW **VOLLEY & BAYONET**

Take control of the great battles of the 18th and 19th centuries. These rules are created by the people who brought us command decision, and give us the ability to recreate the full scope of the epic battles of the black powder era. While many black powder-era rules concentrate on low-level details, making it difficult or even impossible to play an entire battle like Austerlitz, Volley & Bayonet was designed from the ground up to put Austerlitz, Waterloo, or even Gettysburg onto your table. Why content yourself with a representative incident from an engagement when you can play the whole thing? 96 pages, illustrated and containing examples and diagrams. The rules are refreshingly short - just 20 pages, the rest of the book is battle scenarios. **$28.00**

BATTLES OF THE AMERICAN CIVIL WAR

The first sourcebook and scenario guide for Volley & Bayonet. This book provides additional rules to enable a much broader scope of game. An army point system allows balanced and historically plausible hypothetical and tournament battles. A strategic movement and campaign system allows you to refight the entire Civil War. There are also ten major battles presented as detailed scenarios; Second Manassas, Antietam, Brandy Station, Gettysburg, and Third Winchester, Shiloh, Stones River, Chickamauga, etc. **$35.00**

Tabletop Complete Armies

Napoleonic Army Starter Set $79.95

Sound of the Guns III Rules, Over 100 15mm French & British Tabletop Games figures, incl. infantry, cavalry, artillery.

Zulu Wars Army Starter Set $69.95

1879 Zulu & Boer War Rules, 110 x 15mm Colonial Tabletop figures, 3 dice.

American Civil War

Fire & Fury

QUA **FIRE & FURY**

Back in stock again! An innovative game system using miniature armies to recreate battles of the US Civil War. The game emphasizes playability without sacrificing historical accuracy. Rules include unit quality, leader effectiveness and casualties, morale, command control, weapon effectiveness, ammunition supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. With less than two hundred miniature figures you can take command of a division or an entire corps. A game involving several players can recreate battles between opposing armies of from 15,000 - 100,000 men per side. With 5 scenarios for the Battle of Gettysburg, guidelines for developing your own scenarios, & no re-based of figures is required. With lots of superb color and black and white photos of battles in progress. **$40.00**

Great Western Battles Scenario Book

Seven new scenarios to use with Fire & Fury. Now you can recreate the surprise attacks at Shiloh and Stones River; maneuver your forces through rugged western terrain at Corinth and Champion Hill; assault the breastworks at Atlanta; and re-fight Chickamauga in two scenarios. **$24.00**

Johnny Reb

GDW **JOHNNY REB**

2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **$40.00**

Tabletop Complete Army

American Civil War Starter Set $69.95

Circa 1863 Rules, over 100 15mm Union & Confederate Tabletop figures, including infantry, cavalry & artillery.

World War One

Blue Max

GDW **BLUE MAX MINIATURES RULES**

War on the Western Front was grim and static, all along the line, battles were being fought by faceless thousands over a few yards of no-man's land. But far above the trenches was a different kind of war, a war without front lines, in which victory depended on individual skill and daring. Successful pilots became national heroes. This miniatures game is an exciting multi-player game of aerial combat. Thirty nine different types of aircraft are included. Airplanes vary widely in maneuverability, and each type has a maneuver schedule which graphically displays every maneuver the plane can perform. All damage and machine gun fire is recorded. Includes rules booklet, one counter sheet, maneuver charts, record sheets, & combat charts. **$40.00**

Tabletop Complete Army

World War One Air Combat $44.95

Dogfight Over Flanders Rules & Skytrex 1/300th aircraft.

WW2 & Modern

Challenger 2000

TAB **CHALLENGER 2000**

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc.

The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. $16.00

Clash of Armor

COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. $35.00

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73

Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. $25.00

PANZERKAMPFE

With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. $25.00

Command At Sea

COA COMMAND AT SEA The Rising Sun

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. $70.00

COMMAND AT SEA PLAYERS HANDBOOK

A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play . $10.00

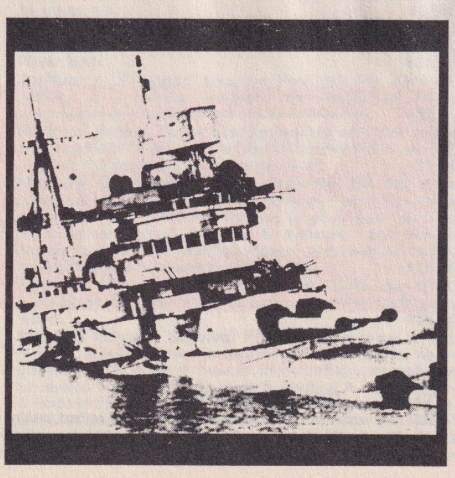
SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. $70.00

Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. $17.00

Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. $25.00

Supermarina 1: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). $27.00



Command Decision

GDW COMMAND DECISION

2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airmobile & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. $55.00

Spearhead

QUA SPEAR HEAD

By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. $40.00

Tabletop Complete Armies

World War Two Air Combat $39.95
Newbury 1930-1960 Rules, 8 x Skytrex 1/300th aircraft, dice.

WW II Micro Starter Set: USA Vs German $64.95
Firefly Rules, over 45 Skytrex 1/300th tanks, & 2 dice.

WWII Micro Starter Set: Russian Vs German $64.95
Firefly Rules, over 45 Skytrex 1/300th tanks, 2 dice.

World War II Naval: British Versus German $39.95
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

World War II Naval: USA Versus Japan $39.95
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

Modern Micro Starter German Vs Soviet $64.95
Challenger 2000 rules, over 35 Heroic & Ros AFVs, 2 dice.

Modern Micro Starter USA Verses Soviet $64.95
Challenger 2000 rules, over 35 Heroic & Ros AFVs, 2 dice.

Modern Naval Start Set: USA Versus Soviet $44.95
Sea Power Rules, 9 Skytrex 1/3000th Skytrex ships, 2 dice.

Science Fiction

BattleTech

FAS BATTLETECH 3rd Edition **

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. There are two 22''x17'' maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderblt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! $39.95

BattleTech Compendium: The Rules of Warfare - Softcover

Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, and a map of the Innersphere. $35.00

BattleLance Miniatures Rules

This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal kits with 1 or () models.

RAL20600	VULTURE OMNIMECH (1)	$14.00
RAL20601	LOKI OMNIMECH (1)	$14.00
RAL20602	THOR OMNIMECH (1)	$14.00
RAL20603	MADCAT OMNIMECH (1)	$14.00
RAL20604	MAN O'WAR OMNIMECH (1)	$16.00
RAL20605	MASAKARI OMNIMECH (1)	$16.00
RAL20606	GLADIATOR OMNIMECH (1)	$16.00
RAL20607	DAISHI OMNIMECH (1)	$16.00
RAL20608	DRAGONFLY MDM OMNIMECH	$10.50
RAL20609	FENRIS MDM OMNIMECH	$10.50
RAL20610	BLACKHAWK MDM OMNIMECH	$10.50
RAL20611	RYOKEN MDM OMNIMECH	$10.50
RAL20612	DASHER LIGHT OMNIMECH	$9.50
RAL20613	KOSHI LIGHT OMNIMECH	$9.50
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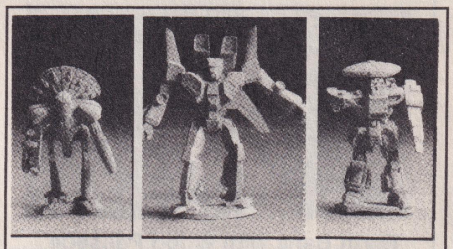
RAL20615	PUMA LIGHT OMNIMECH	$9.50
RAL20620	GUNSLINGER	$12.00
RAL20621	WRAITH	$9.50
RAL20622	NIGHTSKY	$9.50
RAL20623	SRM CARRIER	$12.50
RAL20624	GALAHAD	$11.00
RAL20625	HURON WARRIOR	$9.50



20-625 HUR-WO-R4I Huron Warrio

20-626 Phoenix Hawk IIc

20-624 Galahad

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RAL20627	LRM CARRIER (2)	$12.50
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RAL20631	MARKSMAN SELF PROPELLED ART	$11.50
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RAL20633	NAGA OMNIMECH	$13.50
RAL20634	CLAN LOCUST IIC	$6.50
RAL20635	PUMA 95 TON TANK	$12.00
RAL20636	BUSHWACKER	$9.50
RAL20637	GOSHAWK	$9.50
RAL20638	RAKSHASA	$10.00
RAL20639	KANGA AFV (2)	$11.50
RAL20640	STEALTH	$9.00
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RAL20642	BERSERKER	$12.05
RAL20643	HELLHOUND	$9.00
RAL20644	PENETRATOR MECH	$10.50
RAL20645	MARAUDER II C	$13.00
RAL20646	VENOM MECH	$8.50
RAL20647	RHINO AFV (2)	$13.50
RAL20648	DAIMYO BATTLEMECH	$10.00
RAL20649	BATTLEHAWK MECH	$8.50
RAL20650	HUNCHBACK II C	$10.00
RAL20656	APOLLO	$9.75
RAL20657	FIREBALL	$7.50
RAL20658	SHADOWHAWK IIC	$10.00
RAL20659	NAGINATA	$13.00
RAL20660	KODIAK	$13.50
RAL20661	VIXEN	$8.50
RAL20662	BATTLE COBRA	$11.00
RAL20663	VIPER	$11.50
RAL20725	CAVALRY ATTACK HELICOPTER	$8.00
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RAL20745	HEAVY & ASSULT MECH WEAPONS	$14.00
RAL20746	LIGHT & MEDIUM WEAPONS PACK	$14.00
RAL20747	SHOULDER SOCKET WEAPONS PK	$14.00
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RAL20773	GUILLOTINE	$10.00
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RAL20775	WYVERN	$9.00
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RAL20777	FALCON	$8.00
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RAL20782	PACKRAT VEHICLES (2)	$10.00
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RAL20804	CRAB	$9.00
RAL20805	FLEA	$7.00
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RAL20811	WOLF TRAP WFT-1	$9.00
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RAL20833	PHOENIX HAWK	$9.00
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RAL20835	GRIFFIN	$9.00
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RAL20837	WOLVERINE	$9.00
RAL20838	BATTLEMASTER	$11.00
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RAL20886	VULCAN	$9.00
RAL20887	TREBUCHET	$9.00
RAL20888	GRASSHOPPER	$10.00
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RAL20890	HORNET	$7.00
RAL20891	WOLF HOUND	$8.00
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RAL20893	MARAUDER II	$12.00
RAL20894	FIRE FLY	$8.00
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BattleTech Boxed Lances

All come with hex bases.

RAL10801	RECON LANCE Ph Hawk,Stinger,2 x Locust	$29.00
RAL10802	LIGHT LANCE Wasp, Griffin, Ph Hawk, Stinger	$30.00
RAL10803	MEDIUM LANCE Wolverine,Crusader,Sh Hawk,Stinger	$33.00
RAL10804	FIRE LANCE Ph Hawk,Rifleman,2 x Archer	$35.00
RAL10805	HEAVY LANCE Rifleman,Thunderbolt,Crusader,Griffin	$35.00
RAL10806P	ASSAULT LANCE (PLASTIC) BattleMaster,Marauder,2 x Warhammer	$30.00
RAL10807	REGIMENTAL COMMAND LANCE Zeus,Ostscout,Cyclops,Atlas	$40.00
RAL10808	PURSUIT LANCE Jenner,Vulcan,2 x Commando	$29.00
RAL10840	CLAN LIGHT OMNI MECHS BOXED Dasher,Uller,Puma,Koshi	$33.00
RAL10841P	CLAN MEDIUM OMNI MECHS BOXED Fenris,Dragonfly,Ryoken,Blackhawk	$35.00
RAL10842P	CLAN HEAVY OMNI MECHS BOXED Loki,Vulture,Madcat,Thor	$43.00
RAL10843P	ASSAULT OMNI MECHS BOXED SET Daishi,Masakari,Gladiator,Man O'War	$45.00

Dirtside II

By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. $35.00

Full Thrust

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams.. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. $25.00

MORE THRUST

The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! $25.00

Full Thrust Space Ship Miniatures

Lead models by CMD.

FT101	NAC Firestorm class Fighters (12)	$4.00
FT102	NAC Harrison class Scoutship (4)	$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	$6.00
FT104	NAC Miyazaki class Frigate (2)	$7.00
FT105	NAC Ticonderoga class Destroyer (2)	$8.00
FT106	NAC Hoshino class Light Cruiser (1)	$6.00
FT107	NAC Furious class Escort Carrier (1)	$8.00
FT108	NAC Vandenburg class Heavy Cruiser (1)	$10.00
FT109	NAC Majestic class Battlecruiser (1)	$12.00
FT110	NAC Victoria class Battleship (1)	$14.00
FT111	NAC Avalon class Battledreadnought (1)	$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	$20.00
FT201	ESU Kilo class Fighters (12)	$4.00
FT202	ESU Lenov class Scoutship (4)	$4.00
FT203	ESU Nanuchka class Corvette/Lancer (3)	$6.00
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FT205	ESU Warsaw class Destroyer (2)	$8.00
FT206	ESU Tibet class Light Cruiser (1)	$6.00
FT207	ESU Beijing class Escort Carrier (1)	$8.00
FT208	ESU Gorshkov class Heavy Cruiser (1)	$10.00
FT209	ESU Manchuria class Battlecruiser (1)	$12.00
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FT404	Kra'vak Da'tak class Frigate (2)	$7.00
FT405	Kra'vak Di'tok class Destroyer (2)	$8.00
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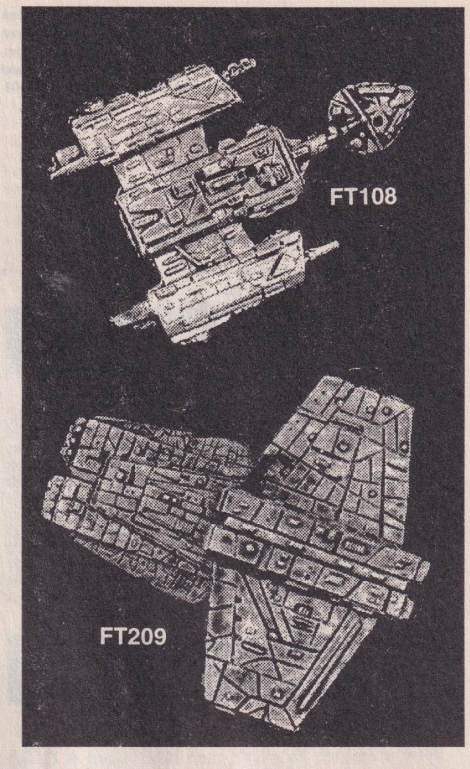
FT407	Kra'vak Si'tek class Escort Carrier (1)	$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	$14.00
FT411	Kra'vak Lo'vok class Battledreadnought (1)	$16.00
FT412	Kra'vak Yu'kas class Superdreadnought (1)	$20.00
FT413	Kra'vak Ko'san class Strike Carrier (1)	$20.00
FT501	NSL Alder class Fighters (12)	$4.00
FT502	NSL Falke class Scoutship (4)	$4.00
FT503	NSL Stroschen cllass Corvette/Lancer (3)	$6.00
FT504	NSL Ehrenhold class Frigate (2)	$7.00
FT505	NSL Waldburg class Destroyer (2)	$8.00
FT506	NSL Kronprinz class Light Cruiser (1)	$6.00
FT507	NSL Radetzky class Escort Carrier (1)	$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	$10.00
FT509	NSL Maximilian class Battlecruiser (1)	$12.00
FT510	NSL Von Burgund class Battleship (1)	$14.00
FT511	NSL Szent Istvan class Battledreadnought (1)	$16.00
FT512	NSL Von Tegetthoff class Superdreadnought (1)	$20.00
FT513	NSL Der Theuerdank Fighter Carrier (1)	$20.00
FT602	FSE Mistral class Scoutships (4)	$4.00
FT603	FSE Athena class Corvettes (3)	$7.00
FT605	FSE San Miguel class Destroys (2)	$8.00
FT606	FSE Suffren class Light Cruiser (1)	$7.00
FT607	FSE Milan class Escort Cruiser (1)	$8.00



Heavy Gear

DRE **HEAVY GEAR RPG**

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop miniatures wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. **$50.00**

Heavy Gear Mini Game For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. **$4.00**

For more Heavy Gear products, look in the Roleplaying section.

Heavy Gear Miniatures

Figures made by RAFM.

Northern Hemisphere Heavy Gears

RAF1200	HUNTER	$11.50
RAF1201	ASSAULT HUNTER	$11.50
RAF1202	JAGUAR	$11.50
RAF1203	STRIKE JAGUAR	$11.50
RAF1204	CHEETAH	$11.50
RAF1205	STRIKE CHEETAH	$11.50
RAF1206	GRIZZLY	$12.00
RAF1207	ASSAULT GRIZZLY	$12.00
RAF1208	HUNTER COMMANDO	$11.50
RAF1209	BRICKLAYER	$11.50
RAF1210	FIRE JAGUAR	$11.50
RAF1211	RABID GRIZZLY	$12.00
RAF1212	KODIAK	$12.00
RAF1213	WHITE CAT	$13.00
RAF1214	NORTHERN LIGHT ARTILLERY	$9.00

Southern Hemisphere Heavy Gears

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RAF1301	BLITZ JAGER	$11.50
RAF1302	BLACK MAMBA	$11.50
RAF1303	LONG FANG BLACK MAMBA	$11.50
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RAF1313	KING COBRA	$16.00
RAF1314	SOUTHERN LIGHT ARTILLERY	$9.00

Killzone

GRE **KILLZONE**

For use with Mark Copplestone's magnificient Future Warrirors series of miniatures, this game has been designed by Nick Lund, and contains one 26 page rulebook and 10 metal figures, being 5 troopers with helmets and 5 troopers with berets. In this skirmish level game you field squads of

troopers, law enforcers, Rebels, street warriors, cyborgs, and heroes. Orders include Shoot, Stay Sharp, Keep Down, Assault, and Snipe. Weapons include shotguns, assault rifles, grenade launchers, scatter guns, razor claws, chains, etc. Different units have different skills - rebels excel at their Hit and Run order, while Savages get close combat bonuses. $35.00

Mark Copplestone's Future Warriors

Each pack with ( ) exaggerated 25mm metal figures.

GRE1501	SCAVENGERS (2)	$6.95
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GRE1545	SCAVENGER ON ATV	$6.95
GRE1549	REBEL SNIPER TEAM (2)	$6.95
GRE1550	REBEL HEAVY WEAPONS	$6.95
GRE1580	COLONIAL TROOPERS (8)	$19.95
GRE1581	POWER ARMOR "MECHINES" (4)	$19.95
GRE1598	LOU'S LADIES(2)	$6.95

Mutant Chronicles

HEA BLOOD BERETS

A superb miniatures-boardgame set along the lines of *Space Hulk*, of similar complexity. Set in the *Mutant Chronicles* universe, in our not too distance future. A dark future of megacorporations who slug it out with each other, the nations, and the Dark Legion - an almost unstoppable horde of demons who lead a never ending supply of undead. The Blood Berets are the elite troops of the corporate armies, called up to deal with the Dark Legion. This game centres on combat set in the fetid jungles of Venus and in underground fortresses. Game contents include 16 superb plastic miniatures (same size as Warhammer 40,000 figures), a thick pre-cut foam figure storage area, 9 geo-morphic gaming tiles showing jungles on one side and a underground fortress on the other (both sides can be used at the same time), a tactical display map, 70 counters, 56 cards which give all relevant game stats and details on troop types, sergeants, medics, special equipment such as scanners, Dark Legion psychic powers, weapons, etc. And simple and concise 32 page rules. $60.00

HEA FURY OF THE CLANSMEN

A complete miniatures boardgame set in the world of Mutant Chronicles. Includes 32 Citadel sized 25mm plastic figures, being: 3 Clansmen Chieftains, 6 Regular Clansmen, 3 Clansmen Charger Carriers, 5 Dark Legion Centurions, 15 Dark Legion Necromutants. The game is about the never ending horde of Necromutants pouring forth from the Nepharite Overlord Alakhai's Citadel. Only the fabled Clansmen can stop them - but it won't be easy. Game also includes 9 gameboards, 9 hit dice, 40 counters, basic & advanced rules, etc. Good value. $50.00

HEA WARZONE MINIATURES RULES

I like it! At last, the miniatures rules for the Mutant Chronicles universe has been released, and they are magnificent! 144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. And the rules themselves are really good, fast moving and action packed, but not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nepharite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawijhe, Semai, and Demnogonis. You can also buy special abilities for your character models, such as Crack Shot, Keen Eyes, Tough, Long Legs, etc. Includes one card sheet of counters & templates. $45.00

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501	CAPITOL TROOPERS (4)	$16.00
HEA9502	BLOOD BERETS (4)	$16.00
HEA9503	BAUHAUS HUSSARS (4)	$16.00
HEA9504	MISHIMA SAMURAI (4)	$16.00
HEA9505	UNDEAD LEGIONARIES (4)	$16.00
HEA9506	BLESSED LEGIONARIES (4)	$16.00
HEA9507	WOLFBANE COMMANDOS (4)	$16.00
HEA9508	CYBERTRONIC CHASSEURS (4)	$16.00
HEA9509	CAPITOL SPECIAL FORCES (4)	$16.00
HEA9510	CARTEL SPECIAL AGENTS (4)	$18.00
HEA9511	UNDEAD LEGIONARIES (4)	$18.00
HEA9601	CARDINAL DOMINIC (1)	$6.00
HEA9602	NEPHARITE OF ALGEROTH (1)	$6.00
HEA9603	VALPURGIUS NEPHARITE (1)	$6.00
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HEA9605	PRETORIAN STALKER # 1 (1)	$6.00
HEA9606	PRETORIAN STALKER # 2 (1)	$6.00
HEA9607	MORTIFICATOR ON GUARD (1)	$6.00
HEA9608	MORTIFICATOR LEAPING (1)	$6.00
HEA9609	EZOGHOUL (1)	$30.00
HEA9610	NEPHARITE OF DEMNOGONIS (1)	$14.00
HEA9611	NEPHARITE OF ALAKHAI (1)	$14.00
HEA9612	CURATOR (1)	$6.00
HEA9801	CAPITOL CAPTAIN (1)	$5.00
HEA9802	CAPITOL SERGEANT (1)	$5.00
HEA9803	CAPITOL TROOPER W/HVY WEAPON	$5.00
HEA9804	BLOOD BERET CAPTAIN (1)	$5.00
HEA9805	BLOOD BERET SERGEANT (1)	$5.00
HEA9806	BLOOD BERET W/HVY WEAPON	$5.00
HEA9807	BAUHAUS KAPITAN (1)	$5.00
HEA9808	BAUHAUS HUSSAR SERGEANT (1)	$5.00
HEA9809	BAUHAUS HUSSAR W/HVY WEAPON	$5.00
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HEA9811	MISHIMA SAMURAI HERO	$5.00
HEA9812	MISHIMA SAMURAI W/HVY WEAPON	$5.00
HEA9813	WOLFBANE COMMANDO CHIEFTAIN	$5.00
HEA9814	WOLFBANE COMMANDO HERO	$5.00
HEA9815	WOLFBANE COMMANDO W/HVY WPN	$5.00
HEA9816	SEA LION SERGEANT	$5.00
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HEA9818	SEA LION W/HVY WEAPON	$5.00
HEA9819	FREE MARINE SERGEANT	$5.00
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HEA9821	FREE MARINE W/HVY WEAPON	$5.00
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HEA9301	CORPORATION PAINT SET	$32.00
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Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! $99.00

OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. $60.00

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS

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CIT0044	HOUSE ORLOCKS	$33.00
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NECROMUNDA BLISTERS

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CIT729210	HOUSE ESCHER LEADER	$10.00
CIT729241	HOUSE VAN SAAR JUVES	$15.50
CIT729258	HOUSE VAN SAAR HEAVY WEAPON	$10.00
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CIT729272	HOUSE VAN SAAR LEADER	$10.00
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CIT729449	SPYRE: JAKARA	$10.00
CIT729456	MAD DONNA	$15.50
CIT729479	REDEMPTIONIST ARCH ZEALOT	$15.50
CIT729487	NECROMUNDA WEAPONS	$12.50

Space Marine

GAM SPACE MARINE

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Kaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconnian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! $99.00

TITAN LEGIONS

Packaged in the same sized box as *Space Marine*, this boxed set weighs about a ton! This game contains everything you need to start playing games using the Epic rules, including a rule book and a detailed background book covering the tanks, troops, and Titans of the 41st Millenium, In the game are 25 plastic miniatures, including a huge Imperator Titan, two Ork Mega-Gargants, ten Imperial Knights, and twelve Bonebreaka tanks. Also included are Datacards for the Titans (you should see the size of the Imperator card!), Orky and human buildings, over 200 counters, hit location cards, dice, support cards, company cards, special cards, mission cards, etc! $99.00

ARMIES OF THE IMPERIUM

The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. $45.00

RENEGADES

Rules, background info, data and cards on Eldar and Chaos forces of the 41st Millenium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, Chaos Renegades.$45.00

ORK & SQUAT WARLORDS

Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. $45.00

HIVE WAR (The Tyranids)

At last - the Tyranids for *Space Marine*. Those fiendish four armed fiends are unleashed onto the unsuspecting battlefields of the 40th Millenium. This boxed set includes game rules for the organisation and command of the Tyranid forces, army cards for the Tyranid swarms, and special cards to represent the directing influence of the Hive Mind. Rules describe the horrifying creatures that make up the Tyranid assault forces. These genetically engineered organic killing

machines are armed with deadly symbiote weaponry to burn and poison their way to victory against the humanoid life forms of the galaxy. Rules and cards are included for twenty different troops and creatures. These include Hive Tyrants and Dominatrix, the commanders of the Swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagents and Hormogaunts, sinister Lictors, powerful psychic Zoanthropes, flying Gargoyles, etc. Over 100 cards & 100 counters. **$48.00**

Epic Space Marine Miniatures

EPIC PLASTIC BOXED SETS

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CIT768035	TYRANID DACTYLIS	$15.50
CIT768042	EPIC TYRANID HIVE TYRANT	$10.00
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CIT768060	TYRANID TRYGON	$15.50
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CIT768097	TYRANID DOMINATRIX	$24.00
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EPIC IMPERIAL

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CIT0490	IMPERIAL WARLORD TITAN	$31.95
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CIT0499	IMPERIAL REAVER TITAN	$31.95
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PALADIN

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CIT760169	KNIGHT PALLADIN COMMAND	$15.50
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CIT760449	IMPERIAL VINDICATOR EPIC	$15.50
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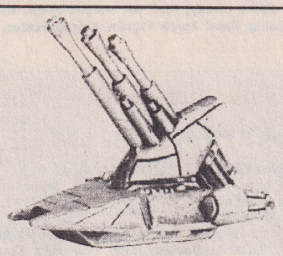

A COMPLETE FIRESTORM

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STAR WARS

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **$30.00**

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. **$25.00**

Star Wars Miniatures

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Space Rangers

ICE **SPACE RANGERS** **$50.00**

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

Striker II

GDW **STRIKER II for Traveller the New Era**

A 160 page softback book of rules, including a sheet of laminated counters. This is the miniatures rules for combat of the 58th Century, the world of Traveller the New Era. Now the epic planetary engagements of the New Era, the Final War, or the Frontier Wars are under your control, allowing you to command battalions of lift infantry, drop troops, and grav armor. The rules are fully compatible with Traveller. They are an extensive resource of military hardware and organizations, from the jeeps and tracked vehicles of the Wilds units to the speeders and grav tanks of a Reformation Coalition Marine Brigade. Rules on orbital bombardment, drop troops, antimissile fire, planetary environment, campaign rules, etc. **$40.00**

Terminator 2 Year of Darkness

LEA **TERMINATOR 2 YEAR OF DARKNESS**

Leading Edge have just discontinued all of their licences for all movie related products. However, we were able to snatch up good stocks of both these Terminator 2 miniatures rules and all associated miniatures, as well as a whole heap of aliens figures. So if you want to game in the T2 world, please get your orders in quickly. Once we run out of stocks, that's it. This miniatures game is set in 2029, the Year of Darkness, the critical year in Humanity's desperate war against Skynet's legions of Terminators and Hunter Killers. Now you can field your own armies in the battles that decide whether Man or Machine will triumph. This is a fast paced game of action and destruction in a brutal future, including rules for troops, weapons, vehicles, etc. For Skynet, forces include numerous versions of the Terminator endoskeletons, flying Hunter Killers and Hunter Killer tanks, and Terminator infiltrators, such as the T-800. The Human Resistance, as lead by John Connor, includes poorly trained and badly equipped Militia to the elite forces equipped with stolen Skynet weaponry. Point Values are provided for all troops and equipment, so you can make your own games from skirmishes to big battles. Lots of B&W photos and diagrams. **$30.00**

TERMINATOR 2 FIGURES (Limited Stocks)

LEA 71100	Hasta La Vista Boxed Set (8 figs, T-1000, Arnie, Sarah, etc)	$40.00
LEA 71103	Terminator Infiltrators Boxed Set (8 Terminator infiltrators)	$40.00

Warhammer 40,000

GAM **WARHAMMER 40,000 BOXED SET**

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore they first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves inwhich to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. $90.00

WARHAMMER 40,000 BATTLES

A compilation of some of the most sought after Warhammer 40,000 articles from White Dwarf Magazine. There are four battle reports featuring the forces of Ultramarines, Blood Angels, Space Wolves, Eldar and Space Orks. It features new rules and Datafaxes for the Leman Russ battle tank and the Space Marine Razorback plus special tactics for using vehicles in your games. Also included are three card model Battle Bunkers, a Battle Bunker Datafax, two new mission cards, and a bonus scenario. $30.00

CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njall Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, Dreadnought, a scenario, and a color painting and reference guide. $30.00

CODEX ELDAR

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Includes special rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.. $30.00

CODEX ORCS

96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide. $30.00

CODEX ULTRAMARINES

The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as wells as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. $30.00

CODEX TYRANIDS

At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasties include Gargoyles, which are flying Termageants armed with flamers; Hormagants, which are tough Termageants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psycher monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefist, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. $30.00

CODEX IMPERIAL GUARD

The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Extensive organisation details, painting guides. $30.00

CODEX ANGELS OF DEATH

The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specials, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! $30.00

DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game. eg, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. $60.00

'EAVY METAL MODELLING GUIDE

80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Knights Panther, Chaos Dragon, etc. $30.00

Warhammer 40,000 Miniatures

40K Boxed Armies

BLOOD ANGELS SPACE MARINE ARMY $280.00
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.

SPACE ORK ARMY $300.00
1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatta Kannon, Dreadnought, Snotling Herd.

ELDAR ARMY $310.00
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

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THE COMPLETE LORD OF THE BLOOD ANGELS

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ELDAR

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TYRANIDS

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WARHAMMER 40,000 VEHICLES

By Armorcast

For use with 25mm figure scale
Please allow 2 week delivery time
Each resin kit includes a 40K Vehicle Datafax.

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Choose 2 weapons from: AutoC, LasC, Multi-M, Multi-L, PlasmaC.

ARMOR02	REAVER TITAN	$350.00

Choose 3 weapons from: AutoC, LasC, Multi-M, Multi-L, PlasmaC, ChainF, PowerF, Heat Lance, Pulse Laser.

ARMOR03	BANEBLADE TANK	$140.00
ARMOR04	SHADOWSWORD TANK	$140.00
ARMOR05	Baneblade/Shadowsword Modular Kit	$200.00
ARMOR06	ELDAR TEMPEST GRAV TANK	$95.00
ARMOR07	ELDAR KNIGHT	$75.00
ARMOR08	ELDAR PHANTOM TITAN	$450.00
ARMOR09	ELDAR REVENANT	$225.00
ARMOR10	TYRANID MALEFACTOR	$85.00
ARMOR11	TYRANID EXOCRINE	$75.00
ARMOR12	ORK BATTLEWAGON	$70.00
ARMOR13	ORK GREAT GARGANT (huuuuuuge!)	$700.00

Fantasy Football

GAM **BLOOD BOWL 2nd Edition**

Blood Bowl has now been dropped by Games Workshop, but we still have stocks remaining. If you want to play Blood Bowl, get in quickly before we sell out. Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include large full color playing field, 12 plastic orcs, 12 plastic humans, 4 plastic footballs, Blood Bowl Handbook, painting guide, Guide to play, fifty sheet record pad of Team Rosters, reference sheets, team cards, star player cards, 37 counters, templates, 3 special blocking dice, 3 normal dice, etc **$89.95**

DEATHZONE

The first supplement for Blood Bowl 2nd Edition. With special rules to allow coaches to add apothecaries and Wizards to their teams, to heal injured players, ot to blast the other team with spells. Over 100 new cards allow all kinds of dirty tricks and underhand tactics, like bribing the referee. Add new weapons like the dwarf Death-Roller. Has new team lists for Goblin, Chaos, Undead, Wood Elf, Halfling, Chaos Dwarf. 18 new star player cards. **$45.00**

BLOOD BOWL MINIATURES

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FANTASY

Dragon Lords

GRE **DRAGON LORDS** **$60.00**

Grenadier's game of fantastic battles between fierce dragons. Each player controls a dragon involved in an awesome aerial battle. Players move their dragons about the colorful maps, jockeying for the best position from which to unleash their breath weapons, and hurtle themselves headlong into mid-air mortal combat. Has a 40 page rulebook, 12 ready-made dragon play sheets, scenarios, game log, two quick reference sheets, 70 altitude and combat counters, six small metal dragons with riders, and plastic flying stands; and 6 color mapsheets.Apart from the 12 dragon types provided, rules let you create up to 625 different types of dragons.

Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. $16.00

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT	Elf Army (24 Army Points)	$20.00
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FCR9	Lurker (1)	$0.55
FCR12	Skeletal Beast with Howdah & Crew	$11.00

GRENADIER

☺ Good News! As you know, Grenadier UK went out of business. Fortunately, Grenadier USA is still alive & kicking - so listed below is our first shipment of Grenadier from the USA. Quality is just as good, Mark Copplestone is still the primary sculptor of the figures listed below, and we will restock all of these titles. *And it's much cheaper than Citadel!!!*

Mark Copplestone's Fantasy Warriors

( ) Exaggerated 25mm metal figures.

GRE1401	WOOD ELVES WITH BOWS (4)	$12.95
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GRE1404	FIGHTING MEN WITH LONG BOWS	$12.95
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GRE1407	WOOD ELF CHAMPIONS (4)	$12.95
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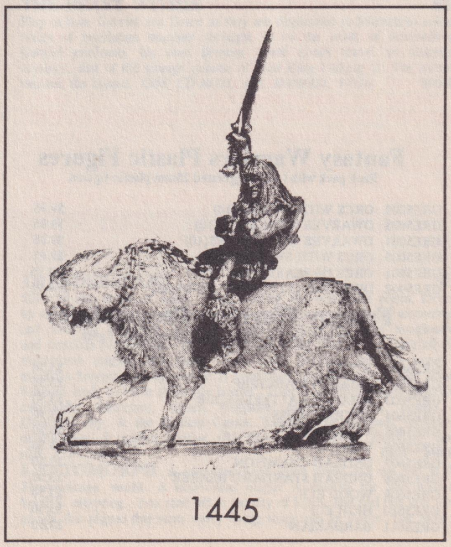
GRE1409	MOUNTED KNIGHTS (2)	$12.95
GRE1410	WOOD ELF COMMAND (4)	$12.95
GRE1411	BARBARIANS W/HAND WEAPONS (4)	$12.95
GRE1412	MOUNTED PALADINS (2)	$12.95
GRE1413	WOOD ELF EAGLE RIDER (1)	$12.95
GRE1414	FIGHTING MEN CHAMPIONS (4)	$12.95
GRE1415	MEDIEVAL HANDGUNNERS (4)	$12.95
GRE1416	BARBARIAN COMMAND (4)	$12.95
GRE1417	WOOD ELF HERO EAGLE RIDER	$12.95
GRE1418	MEDIEVAL FOOT PALADINS (4)	$12.95
GRE1419	CITY GUARDS W/PIKE & HALBRD(4)	$12.95
GRE1420	WOOD ELF CAVALRY (2)	$12.95
GRE1421	FIGHTING MEN W/HALBERDS (4)	$12.95
GRE1422	ELVEN LORDS (2)	$12.95
GRE1423	BARBARIAN WARRIORS (4)	$12.95
GRE1424	FIGHTING MEN W/CROSSBOWS (4)	$12.95
GRE1425	WOOD ELF CAVALRY COMMAND (2)	$12.95
GRE1426	BARBARIAN ARCHERS (4)	$12.95
GRE1427	HIGH ELVES W/SPEARS (4)	$12.95
GRE1428	HIGH ELVES W/LONG BOWS (4)	$12.95
GRE1429	BARBARIAN GIANT (1)	$12.95
GRE1430	HIGH ELVES W/2 HANDED WEAPN(4)	$12.95
GRE1431	BARBARIAN HEROES (4)	$12.95



GRE1432	HALF ORCS W/HAND WEAPONS (4)	$12.95
GRE1433	FIGHTING MEN:WIZARDS & PRIESTS	$12.95
GRE1434	BARBARIAN BERSERKERS (4)	$12.95
GRE1435	EVIL FOOT KNIGHTS (4)	$12.95
GRE1436	HIGH ELF CAVALRY W/LANCE (2)	$12.95
GRE1437	HALF ORCS W/BOWS (4)	$12.95
GRE1438	HIGH ELF CAVALRY W/SWORD (2)	$12.95
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GRE1455	BARBARIAN BATTLELEADER MTD (1)	$12.95
GRE1456	HIGH ELVEN HORSE ARCHERS (2)	$14.95
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GRE1459	SKELETON W/HANDWEAPONS (4)	$12.95
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GRE1463	SKELETON BOLT THROWERS (4)	$12.95
GRE1464	SKELETON MTD WARCHIEF & HERALD	$12.95
GRE1465	HIGH ELF MTD WARCHIEF,HERALD	$12.95
GRE1466	DWARF FIRE BELCHER MORTAR&CREW	$12.95
GRE1469	DARK DWARF INFANTRY (4)	$12.95
GRE1470	ZOMBIES W/HAND WEAPONS (4)	$12.95
GRE1471	DARK DWARF BAT RIDER (1)	$12.95
GRE1472	HALFLING PACK ARTILLERY & CREW	$12.95
GRE1473	DARK ELF VULTURE RIDER (1)	$12.95
GRE1474	DARK ELF RAPTOR STANDARD BEARR	$12.95

Mark Copplestone's Fantasy Army Packs

Each pack with ( ) exaggerated 25mm metal figures.

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GRE2004	WOOD ELF INFANTRY (8)	$19.95
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Magnificent dragons or creatures in boxed sets. 25mm scale.

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GRE3157	GUARDIAN ANGEL (1)	$8.50
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GRE3159	OWL BEAR PACK LEADER (1)	$8.50
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Each pack with ( ) exaggerated 25mm plastic figures.

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GRE5005	ORCS WITH SWORDS (10)	$9.95
GRE5901	ORCS (50 PLASTIC FIGURES)	$34.95
GRE5902	DWARVES (50 PLASTIC FIGURES)	$34.95

Fantasy Warriors Personalities

Each pack with 1 exaggerated 25mm metal figure.

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GRE5602	AMAZON WARCHIEF	$3.50
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GRE5606	WRAITH	$3.50
GRE5607	UNDEAD CHAMPION	$3.50
GRE5608	UNDEAD STANDARD BEARER	$3.50
GRE5609	WOOD ELF	$3.50
GRE5610	HIGH ELF	$3.50
GRE5611	BARBARIAN	$3.50
GRE5612	FIGHTING MAN	$3.50
GRE5613	FOOT KNIGHT	$3.50
GRE5614	WOOD ELF MARKSMAN	$3.50
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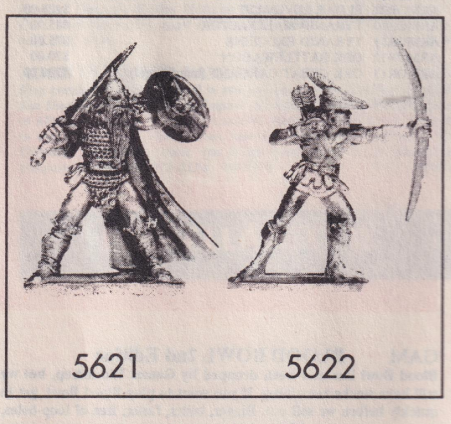
GRE5618	GOBLIN LEADER	$3.50
GRE5619	UNDEAD BARBARIAN	$3.50
GRE5620	DWARF WARCHIEF	$3.50
GRE5621	BARBARIAN WARCHIEF	$3.50
GRE5622	FIGHTING MAN MARKSMAN	$3.50



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GRE5623	WOOD ELF SCOUT	$3.50
GRE5624	GIANT ORC WARRIOR # 1	$3.50
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Julie Guthrie Fantasy Personalities

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GRE8109	MYSTERIOUS STRANGER WITH SWORD	$3.50
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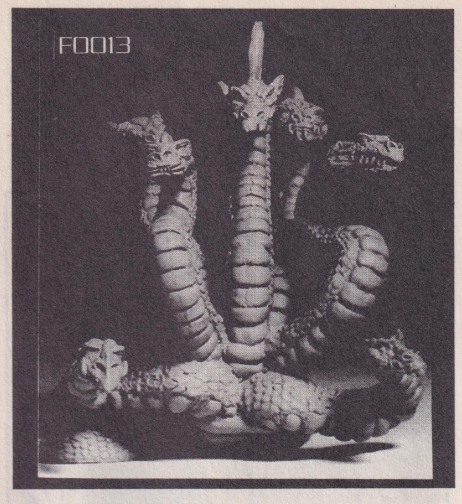

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(These figures are re-released & repackaged)

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RAL PARTHA

AD&D FANTASY

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RAL11004	RANGERS W/BOW & SWORD (2)	$6.50
RAL11005	THIEVES W/SLING & SWORD (2)	$6.50
RAL11006	DWARF FIGHTERS W/SHLD & HAMMR	$6.50
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RAL11013	BARDS W/HARP & SWORD	$6.50
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RAL11027	DRUIDS (2)	$6.50
RAL11028	PRIESTS (2)	$6.50
RAL11029	ELVEN THIEVES (2)	$6.50
RAL11030	FIGHTERS IN PLATE (2)	$6.50
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RAL11051	ZULKIR SZASS TAM (1)	$3.50
RAL11052	MOURNGRYM AMCATHRA (1)	$3.50
RAL11053	MIDNIGHT (1)	$3.50
RAL11054	LORD MENSHOON (WIZARD) (1)	$3.50
RAL11055	MANXAM (BEHOLDER) (1)	$3.50
RAL11056	SHAERT AMCATHRA (THIEF)	$3.50
RAL11057	ELMINSTER WIZARD & SAGE (1)	$3.50
RAL11058	KHELBEN (1)	$3.50
RAL11059	DOVE FALCONHAND (1)	$3.50
RAL11060	FLORIN FALCONHAND (1)	$3.50
RAL11061	AZALIN THE LICH (1)	$3.50
RAL11062	KING AZOUN FROM CORMYR (1)	$3.50
RAL11063	VANGERDAHAST WIZARD (1)	$3.50
RAL11064	LORD SOTH, MTD & FOOT	$16.00
RAL11065	TANIS	$3.50
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RAL11415	GENIE (1)	$15.50
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RAL11418	DROW ELVES (4)	$11.50
RAL11419	FIRBOLG WITH SWORD (1)	$11.50
RAL11420	GNOLLS (3)	$11.50
RAL11421	KOBOLDS (7)	$11.50
RAL11422	CATOBLEPAS (1)	$11.50
RAL11423	PEGASUS (1)	$10.00
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RAL11425	IMPERIAL MINOTAURS (3)	$12.50
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RAL11429	ARMORED WAR DOGS & MASTER	$11.50
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RAL11433	GARGOYLES (2)	$9.00
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RAL11448	GNOMES W/HAND WEAPONS (5)	$11.50
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RAL11454	EFREET AND JINN W/SCIMITARS	$13.50
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RAL11456	MIMICS-BED,CHEST,BARREL (3)	$11.50
RAL11457	ORGS (3)	$12.50
RAL11458	DRAGGONNE	$10.00
RAL11459	SKRAG SEA TROLL	$8.00
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RAL11462	LAMIA	$4.50
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RAL11504	REMORHAZ (1)	$27.00
RAL11505	ILLITHID (1)	$3.50
RAL11506	HOOK HORROR (1)	$7.00
RAL11507	DEATH DOGS (2)	$8.50
RAL11508	GITHZERAI (3)	$10.00
RAL11509	ETTERCAPS (3)	$10.00
RAL11510	RAKSHASA (1)	$4.25
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RAL11513	GREATER YUGOLOTH GUARDIAN	$11.50
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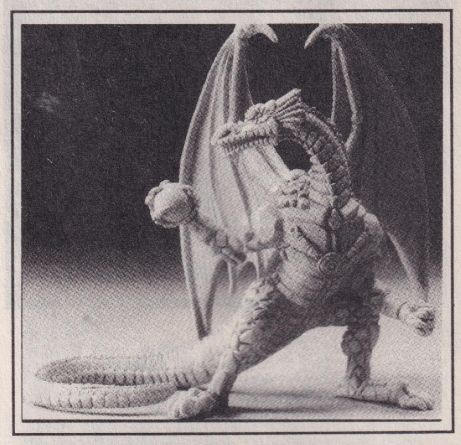

RAL11580	BLACK DRAGON (1)	$17.00
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AD&D Ravenloft

Blisters with () 25mm figures.

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AD&D Planescape

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RAL11603	FACTOL DARIUS - SIGNERS	$3.50
RAL11604	LEI KUNG - POWER OF LAW	$7.50
RAL11605	THOR - NORSE POWER OF CHAOS	$4.25
RAL11606	FACTOL KORAN OF CHAOS	$4.25
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RAL11622	FREE LEAGUE BARIAUR	$7.00
RAL11623	MERCY KILLERS (2)	$7.00
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RAL11640	GREATER GELUGON (1)	$12.50
RAL11643	ERINYE (1)	$3.50
RAL11644	LESSER TANARR'RI/ARMAN	$14.50
RAL11645	LESSER BAATEZU/HAMATULA	$12.50
RAL11646	MARUT	$12.50
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RAL10504	VILLAINS OF KYRNN (9)	$34.00
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RAL10510	D&D BASIC HEROES (10)	$30.00
RAL10511	RAVENLOFT DENIZENS (10)	$30.00
RAL10512P	D&D MONSTERS (20 PLASTIC)	$60.00
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RAL10514	DRAGON MOUNTAIN	$40.00
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RAL10517	DR MORDENHEIMS LABORATORY	$32.00
RAL10519	PLANESCAPE DENIZENS	$40.00
RAL10520	POWERS OF CHAOS PLANESCAPE	$35.00
RAL10521	POWERS OF LAW PLANESCAPE	$35.00
RAL10540	DARK SUN CHARACTERS (20)	$69.95
RAL10541	DARK SUN LIGHT CHARIOT	$29.95
RAL10550	HEROES OF FORGOTTN REALMS(10)	$29.95
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RAL10566	LORD SOTHS CHARGE (13) Lord Soth & 12 Skeleton Mtd Knights	$53.95

RAL11853	IRON LORDS DWARF GUARD (6)	$12.95
RAL11854	IRON LORDS DWARF XBOWMEN (6)	$12.95
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RAL11961	DROW ELF CROSSBOWMEN	$10.50
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RAL01004	CLERIC W/COBRA STAFF (1)	$3.50
RAL01007	WINGED SERPENT (1)	$6.50
RAL01010	HILL TROLL (1)	$6.50
RAL01011	ANGEL	$6.50
RAL01019	ANGEL OF DEATH W/SCYTHE	$7.50
RAL01027	RANGERS, MTD & ON FOOT	$9.95
RAL01030	WRAITH WITH SICKLE	$3.50
RAL01035	LAND DRAGON W/LANCER	$9.95
RAL01037	MONK	$3.50
RAL01038	WINGED PANTHER (1)	$8.50
RAL01045	EARTH DAEMON (ELEMENTAL)	$9.95
RAL01047	ARMORED CENTAUR W/BOW & SPR	$7.50
RAL01051	GRIFFIN	$7.50
RAL01060	DUNGEON LADY (1)	$3.50
RAL01067	ARMORED GIANT W/BALL & CHAIN	$9.95
RAL01068	DRAGON BOXED	$16.50
RAL01069	DJINN (1)	$8.95
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RAL01091	MTD ELF HERO IN PLATE	$9.95
RAL01093	ANTI-PALADIN MTD & FOOT	$9.95
RAL01095	JABBERWOCK (1)	$9.95
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RAL01112	PALADIN MTD IN PLATE ARMOR	$10.95
RAL01114	THIEVES (4)	$11.50
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RAL01125	MTD CHAOS CHAMPION W/AXE	$9.95
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RAL01134	LAWFUL FIGHTING COMPANIONS (2)	$6.50
RAL01135	LAWFUL SWORDMASTERS (2)	$6.50
RAL01136	CHAOTIC DOOM KNIGHTS (2)	$8.50
RAL01137	CHAOTIC SKULL KNIGHTS (2)	$6.50
RAL01138	BLACK DRAGON	$17.95
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RAL01140	UNDEAD DRAGON	$17.95
RAL01143	MALKOTIAN SPEARMEN (2)	$7.50
RAL01146	FOREST DRAGON	$17.50
RAL01147	BOARAK DEATH RIDER (1)	$7.50
RAL01148	PERFIDON KNIGHT OF CHAOS LORDS	$7.50
RAL01149	ESCHEATER THE COLLECTOR (1)	$7.50
RAL01150	SOLECISMIC, SERVANT OF CHAOS	$8.50
RAL01151	SEA DRAGON	$17.50
RAL01155	GIANT GRIFFON (1)	$11.95
RAL01159	ELITE ARMOURED DWARF GUARDS	$6.50
RAL01160	ORC WAR CHIEFTAINS (2)	$6.50
RAL01162	EVIL CRIMSON DRAGON (1)	$15.50
RAL01163	FIRE DRAKE (1)	$15.50
RAL01164	ELF ANTI-HERO WITH SLAVE GIRL	$9.50
RAL01165	DANCING GIRLS (3)	$9.50
RAL01171	WHITE WORM (1)	$17.50
RAL01172	HIGHLAND DRAGON & CONSORT	$18.50
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RAL01402	CARN, WARRIOR/MAGE	$9.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	$9.95
RAL01404	LEONARA, WARRIOR CHAMPION	$9.95
RAL01405	CZARCHON, WITCH KING	$9.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	$9.95
RAL01407	PALADIN MTD W/SWORD & SHLD	$9.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	$9.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$3.50
RAL01602	ORC KING W/SWORD (1)	$3.50
RAL01603	NECROMANCER W/WAND (1)	$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	$4.50
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$3.50
RAL01712	VELOCIRAPTORS (DINOSAURS)	$13.50

3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	$9.00
RAL01316	RANGER PLAYER CHARACTER (3)	$9.00
RAL01317	MAGIC USER PLAYER CHARACTER(3)	$9.00
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$9.00
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$9.00
RAL01320	PALADIN PLAYER CHARACTER (3)	$9.00
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$9.00
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$9.00
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$9.00
RAL01324	ELF FIGHTER (3 STAGE) (3)	$9.00
RAL01325	DRUID (3 STAGE) (3)	$9.00
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$9.00
RAL01328	ANTI-PALADIN (3)	$9.00
RAL01329	ELF FIGHTER/MAGE (3)	$9.00
RAL01330	FIGHTER W/AXE (3)	$9.00
RAL01331	ILLUSIONISTS (3)	$9.00
RAL01332	FEMALE FIGHTERS (3)	$9.00
RAL01333	WIZARD MAGE W/STAFF (3)	$9.00
RAL01334	GNOME ILLUSIONIST (3)	$9.00
RAL01335	ANTI-HERO (3)	$9.00
RAL01336	NINJA PLAYER CHARACTER (3)	$9.00
RAL01337	FEMALE MAGIC USER (3)	$9.00
RAL01338	EVIL SHAMAN PLAYER CHARACTER 3	$9.00
RAL01339	DROW ELF PLAYER CHARACTER (3)	$9.00

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry

RAL02004	WOOD ELF W/PIKE	$12.50
RAL02005	WOOD ELF CAVALRY W/SPEAR	$12.50
RAL02006	SEA ELF W/PIKE	$12.50
RAL02007	SEA ELF ADVANCING	$12.50
RAL02009	HIGH ELF W/AXE	$12.50
RAL02016	HIGH ELF CAVALRY W/SWORD	$12.50
RAL02017	STAR BROWS SELECT	$12.50
RAL02021	DEEP ELF FIRING BOW	$12.50
RAL02023	DEEP ELF W/HALBERD	$12.50
RAL02025	DEEP ELF CAVALRY W/LANCE	$12.50
RAL02029	MOUNTED HALFLINGS (4)	$12.50
RAL02030	DWARVEN ENGINEERS (6)	$12.50
RAL02031	DWARVEN AXEMEN (6)	$12.50
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$12.50
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$12.50
RAL02034	DWARVEN CAVALRY (3)	$12.50
RAL02035	DWARVEN ARQUEBUSIERS (6)	$12.50
RAL02036	DWARF W/HAMMER (6)	$12.50
RAL02037	DWARVEN SWORDSMEN (6)	$12.50
RAL02038	DWARF W/CROSSBOW (6)	$12.50
RAL02039	DWARVEN COMMAND (4)	$12.50
RAL02040	SKELETON COMMAND	$12.50
RAL02041	MOUNTED SKELETON KNIGHT	$12.50
RAL02042	SKELETAL KNIGHT	$12.50
RAL02043	SKELETAL ARCHERS	$12.50
RAL02044	ASSTD SKELETAL MELEE TROOPS	$12.50
RAL02045	DEALERS OF DEVASTATION	$12.50
RAL02046	DEALERS DEVASTATION COMMAND	$12.50
RAL02049	GOBLIN COMMAND (4)	$12.50
RAL02050	MIXED IMP SKIRMISHERS	$12.50
RAL02051	GOBLIN SPEARMEN (6)	$12.50
RAL02052	GOBLIN SWORDSMEN (6)	$12.50
RAL02053	GOBLIN ARCHERS (6)	$12.50
RAL02054	GOBLIN BERSERKERS (6)	$12.50
RAL02055	RATLING SKIRMSIHERS (6)	$12.50
RAL02056	RATLING ASSAULT TROOPS (6)	$12.50
RAL02057	RATLING COMMAND (6)	$12.50
RAL02058	FANGS OF FURY (6)	$12.50
RAL02059	FANGS OF FURY COMMAND	$12.50
RAL02065	LESSER ORC MELEE TROOPS	$12.50
RAL02070	MIXED ORC SPEARMEN (6)	$12.50
RAL02072	MIXED ORC SWORDMEN (6)	$12.50
RAL02073	KORGS KILLERS (6 ORCS)	$12.50
RAL02077	ORC ARCHERS (6)	$12.50
RAL02078	WAR MACHINE	$49.95
RAL02079	ORC COMMAND GROUP	$12.50
RAL02080	ORC LEGIONARIES (6)	$12.50
RAL02081	ORC HEAVY LEGIONARIES (6)	$12.50
RAL02082	ORC AUXILIARY ARCHERS (6)	$12.50
RAL02083	ORC GLADIATOR AUXILIARIES (6)	$12.50
RAL02084	ORC LEADER & GUARDS (5)	$12.50
RAL02085	WILD ORC ARCHERS (6)	$13.50
RAL02088	WILD ORC SPEARMEN (6)	$13.50
RAL02090	WILD ORC COMMAND (4)	$13.50
RAL02093	WOLF RIDERS MIXED	$12.50
RAL02094	WOLF RIDERS & WOLF	$12.50
RAL02095	CENTAUR SKIRMISHERS	$12.50
RAL02097	STEEL WIND CENTAURS	$12.50
RAL02098	ARMORED CENTAURS	$12.50
RAL02103	CHAOTIC WARRIORS (6)	$12.50
RAL02104	WARRIORS OF CHAOS(6)	$12.50
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	$12.50
RAL02106	CHAOS WARRIOR CAVALRY (3)	$12.50
RAL02107	CHAOS PIKEMEN (6)	$12.50
RAL02110	LORD GOODWINS COMMAND (4)	$12.50
RAL02111	KNIGHTS OF JUSTICE (3)	$12.50
RAL02112	LANCERS OF JUSTICE (3)	$12.50
RAL02113	LEGION OF JUSTICE ARCHERS (6)	$12.50
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	$12.50
RAL02120	BUNNY RABBIT COMMAND GROUP (4)	$13.50
RAL02121	BUNNY RABBIT STICKERS (SPEARS) (6)	$13.50
RAL02122	BUNNY RABBIT CHOPPERS (AXES) (6)	$13.50
RAL02123	BUNNY RABBIT THRASHERS (SWORDS) (6)	$13.50
RAL02124	BUNNY RABBIT SHOOTERS (BOWS) (6)	$13.50
RAL02130	DAE-SHIRU COMMAND	$12.50
RAL02131	DAE-SHIRU SKIRMISHERS	$12.50
RAL02132	DAE-SHIRU REGULARS	$13.00
RAL02140	TROLL SHAMAN & LEADER (2)	$13.00
RAL02141	TROLL STANDARD BEARER (2)	$13.00
RAL02142	TROLL ROCK THROWERS (3)	$13.00
RAL02143	TROLL HEAVY INFANTRY (2)	$13.00
RAL02144	TROLL LIGHT INFANTRY (3)	$13.00
RAL02150	OGRE CHAMPION & HERALS	$15.50
RAL02151	OGRE GUARDSMEN (2)	$15.50
RAL02164	TROLL CATAPULT & LOADER	$13.00
RAL02161	DWARF BOMBARD & (3) CREW	$12.50
RAL02162	DWARF FLMRTHR & (4) CREW	$18.50
RAL02163	DWARF CATAPLT & (3) CREW	$18.50

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	$3.50
RAL02211	HIGH ELF ADVANCING	$3.50
RAL02214	HIGH ELF FIRING BOW (1)	$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	$3.50
RAL02228	HALFINGS W/AXES & SWORDS	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$3.50
RAL02302	PALADIN W/GREATSWORD	$3.50
RAL02303	RANGER IN MAIL W/BOW	$3.50
RAL02304	CHAOTIC WARRIOR W/GREATS WORD	$3.50
RAL02305	CHARGING FIGHTER	$3.50
RAL02307	HEROIC KNIGHT	$3.50
RAL02308	FIGHER WITH LONGBOW	$3.50
RAL02309	ANTI-HERO W/AXE	$3.50
RAL02310	FEMALE FIGHER W/ROUND SHIELD	$3.50
RAL02311	CAVALIER KNIGHT	$3.50
RAL02312	WARRIOR LORD	$3.50
RAL02331	MASTER THIEF	$3.50
RAL02332	BRIGAND THIEF	$3.50
RAL02333	ACROBATIC THIEF	$3.50
RAL02334	CLOAKED ASSASSIN	$3.50
RAL02335	NINJA ASSASSIN	$3.50
RAL02336	ROGUE THIEF	$3.50
RAL02337	FEMALE ADVENTURER THIEF (1)	$3.50
RAL02338	ELVEN THIEF (1)	$3.50
RAL02339	FEMALE CUTPURSE (1)	$3.50
RAL02340	BEGGAR THIEF (1)	$3.50
RAL02351	WIZARD W/STAFF	$3.50
RAL02352	ADVENTURER WIZARD	$3.50
RAL02353	ILLUSIONIST CONJURING	$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	$3.50
RAL02355	WIZARD W/RUNESWORD	$3.50
RAL02356	FEMALE MAGIC USER	$3.50
RAL02371	CLERIC W/BALL & CHAIN	$3.50
RAL02372	ARMORED CLERIC	$3.50
RAL02373	DRUID	$3.50
RAL02375	INQUISITOR W/SWORD OF JUSTICE	$3.50
RAL02376	FEMALE CLERIC	$3.50
RAL02391	BARD	$3.50

FANTASY MONSTERS

Blisters with 1 or () scale metal figures.

RAL02401	GREAT FIRE DRAGON	$18.00
RAL02403	WERETIGER	$4.50
RAL02404	GARGOYLE	$4.50
RAL02405	DEMON	$4.50
RAL02406	ARMORED MINOTAUR W/SPEAR	$4.50
RAL02407	HELL HOUNDS (3)	$9.00
RAL02408	LION CENTAURS	$9.00
RAL02412	RATLINGS	$11.50
RAL02415	TROLLS	$11.50
RAL02416	ARMORED OGRES	$11.50
RAL02417	TREE SHEPHERD	$15.50
RAL02418	GREATER CAT LORD	$8.50
RAL02419	GUARDIAN DRAGON (1)	$11.00

ENCOUNTERS OF THE IMAGINATION

Blisters with ( ) 25mm metal figures

RAL02500	SLAVE MASTER & 3 SLAVES	$12.50
RAL02501	BARTENER, BOUNCER, 2 BARMAIDS	$12.50
RAL02502	ORC LORD ON THRONE W/SERVANT	$14.00
RAL02503	EVIL TOAD ON PEDESTAL & MINIONS	$16.50
RAL02504	HEADHUNTERS (4)	$12.50
RAL02505	PIRATES & SAILORS (4)	$12.50

02-505
Pirates (4)

02-509
Familiars (11)

RAL02506	BEGGARS (4)	$12.50
RAL02507	3 LADIES ESCORTED BY A HERO	$12.50
RAL02508	WOLF PACK (7)	$15.50
RAL02509	FAMILIERS (lots and lots of 'em!)	$9.75
RAL02510	TOWN GUARD (5)	$14.50
RAL02511	3 MOUNTED WEALTHY TRAVELLERS	$14.50
RAL02512	NOBLE'S COAH (Inc. 2 horses, coach, etc)	$19.00
RAL02513	SKELETAL HUNTER WITH PACK HOUNDS	$12.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

RAL02901	HYDRA SMALL	$9.95
RAL02902	FEMALE GIANT	$11.50
RAL02903	ARMORED CENTAURS MALE & FEM	$11.50
RAL02908	MANTICORE	$9.95
RAL02909	UNICORN	$6.50
RAL02910	LIONS (MALE & FEMALE)	$6.50
RAL02911	ATTACK DOGS	$6.50
RAL02912	GIANT RATS	$6.50
RAL02922	GNOMES	$8.95
RAL02925	RANGERS (3)	$8.95
RAL02927	FEMALE WARRIORS	$8.95
RAL02928	WYVERN	$11.50
RAL02929	GNOLES (4)	$11.50
RAL02931	FIGHTING PALADIN	$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	$3.50

RAL02933	HALF ELF CHAMPION	$3.50
RAL02934	BARBARIAN GIANT	$11.50
RAL02936	ARMORED MINOTAUR W/SWORD	$9.00
RAL02937	FIGHTING PEGASUS	$11.00
RAL02938	SKELETON WARRIORS	$14.00
RAL02939	GNOLL CHAMPION, HENCHBEASTS	$9.00
RAL02940	SKELETAL GIANT	$11.50
RAL02941	CHAOTIC WAR DRAGON & RIDER	$17.50
RAL02942	BARBARIANS (3)	$9.00
RAL02943	ARMORED OGRE	$7.50
RAL02944	DRAGONMEN	$10.00
RAL02945	SABRETOOTH	$4.50
RAL02948	ARCHERS (3)	$9.00
RAL02949	GREY WIZARD	$3.50
RAL02950	UNDEAD NINJA	$3.50
RAL02951	KI-RIN	$6.00
RAL02952	SKELETAL BEASTMEN (4)	$11.50
RAL02953	WARCAT W/GNOLL RIDER	$7.50
RAL02954	WINGED DEMON LORD	$11.50
RAL02955	EVIL DRAGON	$17.50
RAL02956	GIANT MINOTAUR/BEASTMAN	$12.50
RAL02957	HOBGOBLINS (4)	$11.50
RAL02958	FAMILIARS (MULTIPLE)	$3.50
RAL02959	FEMALE ADVENTURERS (3)	$9.00
RAL02960	HOBGOBLIN BOAR & RIDERS	$11.50
RAL02961	GOATMEN	$11.50
RAL02962	COCKATRICE	$3.50
RAL02963	FEMALE MAGIC USERS	$9.00
RAL02964	HIPPOGRIFF	$9.00
RAL02965	MOUNTED SPECTRE	$7.50
RAL02966	HALF ELF ADVENTURER	$10.00
RAL02967	BALROG	$11.50
RAL02968	CENTAUR ADVENTURS MALE & FEM	$10.00
RAL02969	FEMALE PALADIN & ARMRD UNICORN	$10.00

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA	$17.50
RAL10210	GUARDIAN DRAGON	$24.00
RAL10309	SKELETAL LEGIONS OF LICHE KING	$28.00
RAL10310	SILVER AND STEEL (10 FEMALES)	$30.00
RAL10311	LARRY ELMORE's WARBAND	$35.00
RAL10320	TITANS OF TERROR BOXED SET	$38.00
RAL10412	RAL, LORD OF THE BALROGS	$38.00
RAL10414	WARLORDS	$28.00
RAL10416	DUELING DRAGONS	$50.00

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON BOXED SET Huge dragon with lancer.	$36.00
RAL10420	CLUTCH OF FEAR COLLECTOR SET Dragon eating two thieves stealing her eggs.	$42.00
RAL10450	ANTAGONISTS BOXED SET Black dragon verses pegasus.	$54.00
RAL10451P	BRIDGE OF SORROWS Clash against a dragon involving a bridge.	$60.00
RAL10452P	THE CONFLICT White & Black Dragons locked in aerial combat.	$99.00
RAL10460	BLACK DRAGON / FIRE & DARKNESS	$36.00
RAL10461	FEARLESS FROST DRAGON	$36.00
RAL10462P	RIDING THE WIND TO VALHALLA Dwarves with gatlings riding a dragon.	$50.00
RAL10463P	T-CHAR DRAGON, FIRE,FURY,DOOM	$40.00
RAL10464	NIDDHOGG THE WYRM	$40.00
RAL10465	DURIN'S DOOM Dragon about to eat some dwarves.	$50.00
RAL10602	MTD HERO FIGHTING GIANT From Larry Elmore's Painting	$65.00
RAL10603	AVALYNE THE HEALER VIGNETTE From Larry Elmore's Painting	$99.00
RAL01504	TAKHISIS - CHROMATIC DRAGON A stunning model of the famous AD&D dragon	$119.00
RAL01505	DRACOLICH - TSR'S UNDEAD DRAGON	$99.00

A stunning limited edition model of an undead dragon, made of pewter.

RAL PARTHA IMPORTS

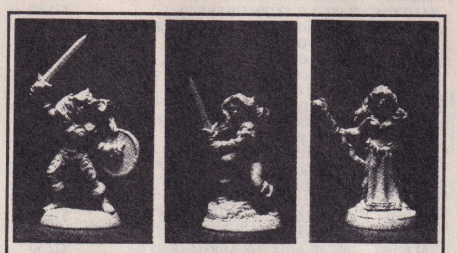
Blisters with 1 or () 25mm metal figures.

RAL23621	DWARF WITH RUNE-SPANNER	$1.50
RAL23622	CAT BURGLAR	$1.50
RAL31001	LORD OF DARKNESS	$4.50
RAL31002	WRAITH RIDER ON WINGED MOUNT	$11.50
RAL31003	GHOST	$3.50
RAL31009	MUMMY	$3.50
RAL31012	GIANT HALF TROLL CHAMPION	$11.50
RAL31015	SLAYAI, EVIL HIGH SORCERESS	$3.50
RAL31016	DRUID & BEAR	$6.50
RAL31017	DEMON BEAST	$12.00
RAL31021	EAGLE	$6.00
RAL31022	WRAITH W/FLAMING SWORD	$3.50
RAL31024	GREATER ANIMALS (6)	$13.50
RAL31025	LESSER ANIMALS (7)	$13.50
RAL31026	WYVERN	$11.50
RAL31027	UNICORN	$4.50
RAL31028	ARMORED CLOUD GIANT	$12.50
RAL31030	HUNTRESS AND HUNTER DRAGON	$11.50
RAL32003	ROBIN HOOD	$3.50
RAL32009	SEVEN MAGIC ITEMS	$8.00
RAL32010	EIGHT TREASURE ITEMS	$6.50
RAL32016	GLADIATORS	$6.50

FANTASY ADVENTURERS

Blisters with 1 25mm metal figure.

RAL61001	FIGHTER IN PLATE MAIL & SWORD	$3.50
RAL61002	WIZARD WITH STAFF	$3.50
RAL61003	CLERIC WITH MACE	$3.50
RAL61006	BARD W/SWORD & LUTE	$3.50
RAL61007	MONK W/STAFF	$3.50
RAL61008	RANGER W/SWORD & BOW	$3.50
RAL61009	BARBARIAN CHOPPING W/2H SWORD	$3.50
RAL61010	PALADIN W/SWORD	$3.50
RAL61011	ILLUSIONIST W/STAFF	$3.50
RAL61012	NINJA ASSASSIN W/SWORD	$3.50
RAL61014	ELVEN HERO W/SWORD	$3.50
RAL61016	FEMALE WIZARD W/DAGGER & STAFF	$3.50
RAL61017	FEMALE THIEF W/DAGGER & SACK	$3.50
RAL61018	FEMALE CLERIC W/MACE	$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE SHLD	$3.50
RAL61020	HOURI W/DAGGER	$3.50
RAL61021	EVIL WIZARD W/SERPENT STAFF	$3.50
RAL61022	EVIL CLERIC	$3.50
RAL61023	EVIL PRINCESS	$3.50
RAL61026	FIGHTER W/CHAINMAIL	$3.50
RAL61027	AMAZON W/SWORD	$3.50
RAL61029	DWARF CHAMPION W/AXE	$3.50
RAL61030	FEMALE RANGER	$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	$3.50
RAL61034	GNOME WARRIOR THIEF	$3.50
RAL61038	NINJA PERSONALITY W/SWORD	$3.50
RAL61042	FEMALE PALADIN IN PLATE W/MACE	$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	$3.50
RAL61046	MAILED WARRIOR DUNGEONEER	$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	$3.50
RAL61048	SWASHBUCKLER THIEF	$3.50
RAL61050	THIEF W/LONGSWORD IN AMBUSH	$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	$3.50
RAL61052	DUELLIST W/2 SWORDS	$3.50
RAL61053	TORQUEMADA, CHAOS CONQUEROR	$3.50
RAL61054	ZORA, GYPSY SORCERER	$3.50
RAL61055	BRAN MAC, KING OF THE PICTS	$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	$3.50
RAL61058	DARLENE, WARRIORESS OF LIGHT	$3.50
RAL61059	MELORIAN, RADIANT ADVENTURESS	$3.50
RAL61065	CHAOTIC BARBARIAN ATTILA	$3.50
RAL61066	HERCULES	$3.50
RAL61067	HEROIC WIZARD	$3.50
RAL61068	QUEEN OF EVIL	$3.50
RAL61069	JUNGLE LORD	$3.50
RAL61070	GALLINIR ELF KNIGHT	$3.50
RAL61071	OBESS THE EXTREMELY ROTUND	$3.50
RAL61072	DWARF STORMTROOPER	$3.50
RAL61073	ROEG BARABARIAN PRINCE	$3.50
RAL61074	ELLANA, DRAGONMISTRESS	$3.50
RAL61075	HOGAR ARMORED HALFLING	$3.50
RAL61076	KIERAN MALE PITFIGHTER	$3.50
RAL61077	KATARO FEMALE PITFIGHTER	$3.50
RAL61078	SARLON DARK ELF WARRIOR	$3.50
RAL61079	DENATALE YOUNG WANDERING WIZ	$3.50
RAL61080	SIR MICHAEL - BOLD CAVALIER	$3.50
RAL61081	CHI-LI YOUNG ENCHANTRESS	$3.50
RAL61082	DORNA WARRIOR QUEEN	$3.50
RAL61083	SURON-GYL DARK ELF PRINCESS	$3.50
RAL61084	NOEGU PITFIGHTER CHAMPION	$3.50
RAL61085	THORBAN DWARF CHAMPION	$3.50
RAL61086	LANAH, BARBARIAN PRINCESS	$3.50
RAL61087	ZACCAHRIUS CONNIVING CLERIC	$3.50
RAL61088	FREA KOOLBLADE SHIELD MAIDEN	$3.50
RAL61089	YOUNG PALADIN SIR GARTH	$3.50
RAL61090	ELF ADVENTURESS VIVANIA	$3.50
RAL61091	SAVAGE CHIEFTAIN MBONGA	$3.50
RAL61092	DRAGON SLAYER AMBERLYNN	$3.50
RAL61093	SWORDMISTRESS CIERA	$3.50



61-092 Amberlynn Dragon Slayer | 61-093 Siera | 61-094 Arianna Moonshadow

RAL61094	ENCHANTRESS ARIANNA	$3.50
RAL61095	ADVENTURING WIZARD ECHIBU	$3.50
RAL61096	ONE EYE JACK THE ROGUE	$3.50
RAL61097	CONSTANTINE THE ALCHEMIST	$3.50
RAL61098	ROTH THE JOURNEYMAN ADVENTURER	$3.50
RAL61099	MUSCAT THE WIZARD W/FAMILIAR	$3.50
RAL61100	CROSIER THE PRIEST	$3.50
RAL61101	CONSTANTINE ALCHEMIST	$3.50
RAL61102	ROTH, JOURNEYMAN	$3.50
RAL61103	MUSCAT, WIZARD	$3.50

WARHAMMER FANTASY

GAM WARHAMMER FANTASY BATTLES

This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice. $90.00

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Armory Acrylic Metallics

Four years ago I was given a set of the Armory Metallics Paint sets, and I have used the paints ever since that time - I have never found any other metallics to even begin to compare with them. So here they are, available to all:

ARMGG-082 METALLICS ACRYLIC PAINT SET (8) $36.00

Each glass jar contains 1 fl.oz., making them much larger than Citadel or Ral Partha, but I recommend you store the jars upside down, to get the thick goo on the lids, which you then use as a palette. The colors are: Gold (*use as bronze*), Brass (*use as gold*), Bronze (*very dark, so use as shading*), Silver, Copper, Gunmetal, Chainmail, Platinum.

Military Simulations
P.O. Box 164 Moorabbin. Victoria 3189
134 Cochranes Rd Moorabbin. Vic 3189
Phone: (03) 9555 8886 from 8.00AM - 4.30PM
Fax: (03) 9553 3339

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AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication that has already seen 15 issues, it contains 48 A4 pages and a full color cover. It reviews new products, a regular section on PBM games, book reviews, a brief overview of new products from a host of suppliers, and lots of scenarios, adventures, short stories or source material for many different role playing games, including ShadowRun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, Warhammer 40,000, etc, etc.

$27.00 for 6 issues ☐
$54.00 for 12 issues ☐

BATTLETECHNOLOGY

A bi-monthly publication that exclusively covers the uni-verse of Battletech & Mechwarrior. Regular departments include: News Service - historical type stuff; Unit Update - a regimental guide; BattleTac - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, indepth studies of Inner Sphere politics or military prowess, and other such related matters . Indispensible to all diehard 'Mechheads'!

$53.00 for 6 issues ☐

CHALLENGE

GDW has closed down, shutting their doors on the 19th of January 1996.

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$49.00 for 6 issues ☐
$78.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

$40.00 for 6 issues ☐
$64.00 for 12 issues ☐

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

$50.00 for 6 issues ☐
$80.00 for 12 issues ☐

PROTOCULTURE ADDICTS

We've been looking for a top quality magazine on Japanese anime and manga ever since *Animag* disappeared forever. We have found one! *Protoculture Addicts* is brought out bimonthly - there have already been 29 issues. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and vidoes. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

$45.00 for 6 issues ☐
$81.00 for 12 issues ☐

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

$105 .00 for 6 issues ☐

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampire: The Masked Ace Raid, and coming is Werecow: Ah, Pork Lips, Gee, which games are they ripping off?

$49.00 for 6 issues ☐
$78.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$24.00 for 4 issues ☐
$39.00 for 8 issues ☐

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow.

$30.00 for 4 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. The first two issues have been a huge success and sold out the world over. I'm looking at issue # 2 while I write this review, and it contains many goodies: the *complete* rules for the *Star Trek Next Generation Collectable Trading Card Game*, a preview of *Galactic Empires*, some teasers on the *Illuminati Collectable Trading Card Game*, a complete price guide for: Magic the Gathering Alpha, Beta, Unlimited, Arabian Nights, Antiquities, Legends, Spellfire; a checklist for The Dark; interviews, designer notes for *Jyhad*, the rules for *Galactic Empires* - need I go on?

$35.00 for 6 issues ☐
$63.00 for 12 issues ☐

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

USG WYVERN FANTASY TRADING CARD GAME

Crazy Special $30.00 per display Normally $180.00 +per display

Wyvern is a game of dragons, dragon slaying, and treasure. Players rule over a vast empire where the dragons are paid gold treasure to fight for them. The object of the game is to defeat an opponent's army on a battlefield of Dragon and Terrain cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected.

Individual Starter Decks $3.00 each (60 cards + rules) — Starter Deck Display $30.00 each (720 cards in the display)

Individual Booster Packs $1.00 each (15 cards) — Booster Pack Display $30.00 each (540 cards in the display)

WIZ MAGIC THE GATHERING: HOMELANDS BOOSTER DISPLAY

Crazy Special $70.00 Normally $192.00

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots. This set contains 480 cards in 60 packs of 8 cards each. There are around 110 new cards in the set.

Individual Booster Packs (8 cards) $1.30 each.

ATL ON THE EDGE PSYCHOSURREAL TRADING CARD GAME

Crazy Special $30.00 per display Normally $180.00 +per display

By Atlas Games, this is a "psychosurreal" Gothic Punk Trading Card Game based on the *Over the Edge* Role Playing Game. Players adopt the roles of powerful, behind-the-scenes conspirators struggling for control over the Mediterranean island of Al Amarja. At their service are bizarre technologies, ancient magics, powerful secrets, and a roster of characters ranging from street thugs to symbiotic alien lifeforms.

Individual Starter Deck $3.20 each (60 cards + rules) — Starter Deck Display $30.00 each (600 cards in the display)

Individual Booster Pack $0.60 each (10 cards) — Booster Pack Display $30.00 each (600 cards in the display)

HEA DOOMTROOPER TRADING CARD GAME

Crazy Special $30.00 per display Normally $180.00 +per display

The people who've brought us the excellent *Mutant Chronicles* game, brought out a high quality collectable trading card game. This is a very dark techno-fantasy universe, and in game play each player utilises his available warriors representing the Cartel or the Dark Legion to do battle against the forces of their opponent.

Individual Starter Deck $3.20 each (60 cards + rules) — Starter Deck Display $30.00 each (600 cards in the display)

Individual Booster Pack $1.00 each (15 cards) — Booster Pack Display $30.00 each (540 cards in the display)

ULT ULTIMATE COMBAT MARTIAL ARTS TRADING CARD GAME

Crazy Special $25.00 per display Normally $150 - $180 per display

This is a martial arts combat trading card game, designed and written by martial artists, to be played by anyone with an interest in martial arts. Each card contains a photograph of a martial artist involved in some martial attack or defense posture, or while pursuing another aspect of the martial arts. All the martial artists pictured are repeat Champions in their field. There are 250 different cards to collect, using the moves of karate, judo, jujitsu, taekwondo, wrestling and boxing. enhanced by psychic powers such as chi and mantras, talismans, weapons, and armor.

Individual Starter Deck $2.75 each (60 cards + rules) — Starter Deck Display $25.00 each (600 cards in the display)

Individual Booster Pack $0.75 each (15 cards) — Booster Pack Display $25.00 each (540 cards in the display)

A Beginners Guide to Ultimate Combat (photocopied quick-start rules) $2.00

(Some players have stated that the rules were rather complex. This above book makes it so easy to play that a child could learn to play and have great fun.)

Star Trek Next Generation Card Game Factory Set

Crazy Special $180.00 Normally $300.00

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin. You can use the cards in all "official" games or tournaments. Our stocks are strictly limited. These were selling for $500 in the USA.

WARGAMES

DEC STRATEGY & TACTICS SPECIAL

Crazy Special $70.00 Normally $270.00

We have stocks of ten excellent Strategy & Tactics magazines, which we are offering for $70.00 for the set, or $8.00 each. All ten magazines include a color mapsheet, at least one counter sheet with around 200 counters, and heaps of articles regarding various facets of war, ranging from the ancient era to today. Available individually as follows:

S&T 147 Holy War: Afghanistan Crazy Special $8.00 Normally $27.00
Covers the war in Afghanistan between the Soviet Communists and the Afghan Resistance, starting in 1978. Rules include politics, which can dictate the Soviet war machine, guerrilla tactics, defecting Afghan units, etc.

S&T 148 Cropredy Bridge 1644 Crazy Special $8.00 Normally $27.00
A regimental simulation of the musket-and-pike era battle fought June 29, 1644 between the Royalist Oxford army of King Charles I and the Parliamentarian army of Sir William Waller.

S&T 149 The Franco-Prussian War Crazy Special $8.00 Normally $27.00
The French and Prussians fought a war in 1870-71, the last to be fought in Napoloenic style. The Prussian victory also established Germany as the dominant military power in Europe. The game is a strategic campaign.

S&T 150 Italian Campaign: Salerno Crazy Special $8.00 Normally $27.00
The Allies have taken Sicily and the Italians have quit the war. The Allies then invade the Italian mainland at Salerno, but they don't send their best troops or best commanders, and the Germans take full advantage of this. Can you do the same as the German player?

S&T 155 Italian Campaign: Anzio Crazy Special $8.00 Normally $27.00
This game is a supplement for S&T150. You must buy S&T 150 to use it. The game is an indepth recreation of the Allies invasion of Anzio on the Italian mainland. Can you as the allies avoid being boxed into a tiny beachhead for five months? Or can you break out?

S&T 151 Friedland 1807 & Vittoria 1813 Crazy Special $8.00 Normally $27.00
Focuses on the Napoleonic tactical revolution, through the playing of two battles: Friedland between the French and Russians in 1807; and Vittoria in northern Spain with the French against the Allies in 1813.

S&T 156 Russo-Polish War 1920 Crazy Special $8.00 Normally $27.00
The War in the Borderlands of Poland. Poland, a free nation again, defends its independence by striking deep into the heart of Russia. This a strategic level game with simple rules but lots of options. Includes air, tanks, cavalry, infantry, trains, etc.

S&T 157 Roman Civil War 49 - 45 BC Crazy Special $8.00 Normally $27.00
A strategic simulation of the conflict between Julius Caesar and the various Senatorial opponents, including Pompey. You have to try to gain control of the State without destroying Rome in the process. These wars destroyed the Republic.

S&T 158 Red Sun/Red Star, 1939 Crazy Special $8.00 Normally $27.00
An important and fascinating campaign between the Japanese and Soviets along the Manchuria border in 1939, where the young Zhukov crushed the Japanese with a double armored envelopment. Zhukov went on to become the finest Soviet general.

S&T 161 Alexander's Successors Crazy Special $8.00 Normally $27.00
A very popular issue as it contains a grand strategy game of the war between the Successors, including Ptolemaic, Seleucid, Macedonian, and Asiatic. The maps include area movement, and counters are for phalanx, levy, cavalry, elephants, ships, leaders, money.

COM COMMAND MAGAZINE SPECIAL

Crazy Special $13.00 Normally $54.00

We have stocks of two excellent Command magazines which we are offering on special. Each magazine includes counters, rules, map, and lots of articles covering military history. Both magazines are available individually, as below:

COM22 Antietam Crazy Special $8.00 Normally $27.00
With two counter sheets and large maps. It's 1862 and McClellan's Army of the Potomac has brought Robert E Lee's Rebel army to bay, with the river at their back and Antietam Creek to their front. What followed was the most frightful day of killing in US history.

COM23 Shogun Triumphant Crazy Special $8.00 Normally $27.00
Contains a detailed account of the Battle of Sekigahara, where Lord Tokugawa won the huge battle that established him as Shogun. The game also covers every aspect of the battle, with rules, color map, and counters. Units can even change sides, as they did in the real battle.

3W THE 3W WARGAMES SPECIAL

Crazy Special $100.00 Normally $200.00

3W are selling off all of their stocks. So we quickly bought up quantities of three of their best selling titles. Those three are also available individually as below:

Barbarians Crazy Special $45.00 Normally $80.00
3Ws best ever wargame - a huge strategical game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Gauls, Vandals, and Goths, etc. Great leaders such as Caesar, Trajan, Germanicus are represented. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, you'll be hard put to stop those Goths and Vandals. This is your last chance to get this game.

Ancients Crazy Special $35.00 Normally $60.00
3Ws second best wargame. Has a total of 64 ancient and medieval battles. A low complexity tactical-level system, with eight 8.5"x11" maps, plus 280 counters to represent all troop types of the ancient world, allowing you to field Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Britons, Goths, Saxons, Vikings, Normans, Scots, French, etc! Features high solitaire suitability. Counters are top down views of the troops, so games are quite pleasing visually with armies arrayed in battle lines.

The Last Blitzkrieg Crazy Special $35.00 Normally $60.00
A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occurred or were alleged to have occurred during the battle. With 300 counters, rules, charts, 34"x22" map.

ROLE PLAYING GAMES

WES PARANOIA RPG 5th ED

Crazy Special $26.00 Normally $40.00

A RPG set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computers elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies. A light hearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons, and insane robots, which encourages players to lie to, cheat, & backstab each other at every turn. Is that fun? It certainly is! Trust us.

TSR AD&D CHALLENGE II ADVENTURE SPECIAL

Crazy Special $28.00 Normally $56.00

TSR have released four excellent adventure modules designed for just one DM and one player. We are offering all four of those adventures here, as detailed below:

Fighters Challenge II Crazy Special $8.00 Normally $14.00
An adventure for 1 player & 1 DM. Just about any hero can rescue a princess, but how do you go about returning her to her family? Quite a challenge.

Clerics Challenge II Crazy Special $8.00 Normally $14.00
A mini-adventure for one GM and one player, that can be used in almost any AD&D campaign.

Thief's Challenge II Crazy Special $7.00 Normally $14.00
Ad adventure for one player and one DM, or 2 - 3 players, suitable for any AD&D campaign.

Wizards Challenge II Crazy Special $7.00 Normally $14.00
An adventure for one player and one DM. A beast is terrorising peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't?

TSR AD&D RAVENLOFT HORROR SPECIAL

Crazy Special $59.00 Normally $120.00
For this special we are offering four of the most popular Ravenloft books, of the Van Richten's Guide series, plus one adventure. All are available as below:

Van Richten's Guide to the Created Crazy Special $13.00 Normally $25.00
Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them.

Van Richten's Guide to the Ancient Dead Crazy Special $13.00 Normally $25.00
The mummies of Ravenloft. There is far more to these creatures than just crumbling horrors that unwind forth from their tombs.

Van Richtens Guide to Fiends Crazy Special $13.00 Normally $25.00
This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures in question, and how to hunt and destroy them.

Van Richtens Guide to the Vistani Crazy Special $13.00 Normally $25.00
Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire.

When the Black Roses Bloom Crazy Special $10.00 Normally $20.00
Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army.

TSR AD&D PLANESCAPE PLANES SPECIAL

Crazy Special $100.00 Normally $180.00
Planescape has been a big hit in the RPG world. Three excellent boxed sets have been released so far which present in detail three of the Planar realms. We are offering three of these Planes' boxed sets here. Also available individually, as below:

Planes of Chaos Crazy Special $35.00 Normally $60.00
A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium,etc. Detailed campaign and adventure information, monster sheets, maps, etc.

Planes of Conflict Crazy Special $35.00 Normally $60.00
A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri.

Planes of Law Crazy Special $35.00 Normally $60.00
Home to the baatezu, one of the most powerful and terrifying of all monster races. More than 200 pages on five new levels in the Planes, Mount Celestia, Baator, Acheron, Mechanus & Arcadia. A boxed set that contains 5 double sided poster maps.

TSR AD&D ENCOUNTERS & DRAGONS SPECIAL

Crazy Special $110.00 Normally $210.00
For this special we are offering the two Deck of Encounters boxed sets with decks of random encounter cards, and two boxed sets that revolve around dragons. Also available individually:

Dragon Mountain Crazy Special $38.00 Normally $70.00
A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, & endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylights out of 'em and steal the loot!

Council of Wyrms Crazy Special $28.00 Normally $50.00
Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps.

Deck of Encounters Set # 1 Crazy Special $25.00 Normally $45.00
432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards and arrange as desired, or can be drawn at random.

Deck of Encounters Set # 2 Crazy Special $25.00 Normally $45.00
432 cards with all-new and exciting encounters with monsters or nonplayer characters.

WES STAR WARS GALAXY GUIDES SPECIAL

Crazy Special $160.00 Normally $290.00
"Great!" You say, "which Guides are on special?" And we answer, "All of 'em! Except one." Not bad, eh, eleven!! Star Wars Galaxy Guides for ridiculous prices. Available individually too:

Galaxy Guide 1 Crazy Special $15.00 Normally $27.00
A New Hope 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine.

Galaxy Guide 2 Crazy Special $15.00 Normally $27.00
Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc.

Galaxy Guide 4: Aliens Crazy Special $15.00 Normally $25.00
The 2nd edition aliens book has been expanded and updated for the 2nd Ed Star Wars Game.

Galaxy Guide 5 Crazy Special $15.00 Normally $26.00
Return of the Jedi 2nd Ed. Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in Return of the Jedi. Also contains a new adventure set on Endor.

Galaxy Guide 6 Crazy Special $15.00 Normally $25.00
Tramp Freighters 2nd Ed. Updated for the 2nd Edition RPG, this features the ships of smugglers & pirates, etc.

Galaxy Guide 7 Mos Eisly Crazy Special $15.00 Normally $25.00
A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers.

Galaxy Guide 8 Scouts Crazy Special $15.00 Normally $26.00
Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, specs on new scout vessels, etc.

Galaxy Guide 9 Crazy Special $15.00 Normally $25.00
Fragments from the Rim. 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, etc.

Galaxy Guide 10 Bounty Hunters Crazy Special $18.00 Normally $30.00
128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters.

Galaxy Guide 11 Criminal Organizations Crazy Special $15.00 Normally $2500
Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy.

Galaxy Guide 12 Crazy Special $15.00 Normally $27.00
Aliens: Enemies & Allies. Snaggletooth, Ephant Mon, Weequay, Fluffy Turnbulls (just kidding), Nikto. Though only glimpsed in the Star Wars movies, their unique appearance makes them some of the most memorable characters. Over 30 alien species are detailed.

WES INDIANA JONES RPG CLEAR-OUT

Crazy Special $29.00 Normally $75.00
Maybe West End Games waited two decades too long to release this game after the release of the first movie, because this game never moved for us. At any rate, we are offering both the boxed set and book in this special. Note: the book is already in the boxed set.

Indiana Jones RPG Boxed Set Crazy Special $15.00 Normally $45.00
A game using West End Games Masterbook rules. This boxed set includes the 180 page Masterbook, the 144 page World of Indiana Book, dice, and 2 decks of cards. Covers everything you need to know to roleplay cinema's most loved intrepid explorer.

The World of Indiana Jones Crazy Special $11.00 Normally $30.00
This is the same book that comes in the boxed set, but if you already own the Masterbook rules book, you only need to buy this book. Or, you could buy this book for a friend and share the one Masterbook, or you could use it for wall paper or toilet paper. (Or paper planes or fire kindling or for recycling or for...I think you get the idea.)

FAS SHADOWRUN SPECIAL

Crazy Special $45.00 Normally $95.00
For this special we are offering two of the most popular ShadowRun sourcebooks, plus one of the most popular adventures. All available individually too, as below:

Harlequin's Back Crazy Special $15.00 Normally $30.00
One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares.

Lone Star Crazy Special $18.00 Normally $35.00
"You want to call the cops, chummer? We are the cops!" To serve & protect? Get real - go-gangers, chipmongers, muscleboys - the first lesson any cop learns is to frag them before they frag you. *Lone Star*, the world's biggest street gang. Contains the ins and outs of these corporate cops, with organisation, procedures, personnel, history, & assets. 136 pages.

Prime Runners Crazy Special $15.00 Normally $30.00
A book of fixers, deckers, assassins, mage, and others who populate the world of shadows, with full game statistics, descriptions and motivations for scores of non-player characters.

CHA CTHULHU 1990S HANDBOOK

Crazy Special $15.00 Normally $26.00
A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc.

CHA SERPENT MOON (NEPHILIM)

Crazy Special $20.00 Normally $40.00
A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth.

NOVELS

TSR AD&D NOVEL SPECIAL

Crazy Special $40.00 Normally $80.00
For this special we will send you *King Pinch* of the *Nobles Trilogy*, *Once Around the Realms*, and all six *Dragonlance Saga Villains* novels. The eight novels are also available individually, as follows:

King Pinch Crazy Special $6.00 Normally $10.00
The King of Ankhapur has died without an heir, and Pinch is convinced to run for the throneship. Just before he leaves, he steals from a temple - the very temple his travelling companion Lissa comes from - and she holds the secret that can place Pinch on the throne.

Once Around the Realms Crazy Special $6.00 Normally $10.00
Volo accepts a dare to prove that he is the greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all of Faerun and beyond.

Before the Mask DL Villains Vol I Crazy Special $6.00 Normally $10.00
Young Verminaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice and the sinister weapon it comes to inhabit.

The Black Wing DL Villains II Crazy Special $6.00 Normally $10.00
Follows the rise and fall of an evil dragon, the black dragon Khisanth. This is the first DL novel to fully explore the dynamics of dragon life from the dragon's perspective.

Emperor of Ansalon DL Villains III Crazy Special $6.00 Normally $10.00
Ariakas, the Emperor of Ansalon, warrior, priest, nobleman, king...he attains glory and power by climbing over the bodies of his enemies. He is aided by Takhisis, his mighty mistress.

Hederick the Theocraft DL Villains IV Crazy Special $6.00 Normally $10.00
Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic, etc.

Lord Toede DL Villains V Crazy Special $6.00 Normally $10.00
Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster, Toede somehow survives every evil trial and tribulation.

The Dark Queen DL Villains VI Crazy Special $6.00 Normally $10.00
Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

TRADING CARDS

TSR 1993 SERIES AD&D FANTASY COLLECTOR CARDS PART 2

Crazy Special $20.00 Normally $90.00
We've been able to snaff-up small stocks of TSR's 1993 AD&D Collector cards. This display contains 432 cards in 36 packs of 12 cards each. The cards feature art on one side, with AD&D game stats on the other. There are probably around 120-160 different cards in the display, with lots of doubles. Cards include special rare cards like stickers and foil. Includes many AD&D game worlds, such as Greyhawk and Forgotten Realms. Strictly limited stocks.
Individual Packs (12 cards) **$0.70 each**

MINIATURE'S RULES

GAM WARHAMMER 40K CODEX SPECIAL

Crazy Special $170.00 Normally $231.00
Warhammer 40,000 is currently the most popular miniatures game of any type. I even play it myself. I'm running a Tyranid Army and a Space Marine chapter that I invented myself. At any rate, the most important part of the game is the various Codexes which give all the info you need about the various races. So for this special we are offering all 7 codexes! Also available individually as follows:

Codex Space Wolves Crazy Special $25.00 Normally $33.00
Covers the creation of the Space Wolves, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters. Includes weapons, point values, a scenario, a color painting guide, etc.

Codex Eldar Crazy Special $25.00 Normally $33.00
The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Includes special rules for eldar weapons and wargear, etc.

Codex Orcs Crazy Special $25.00 Normally $33.00
96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, army lists, special weapons, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things!

Codex Ultramarines Crazy Special $25.00 Normally $33.00
The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. History, painting guides, organisation, army lists, special weapons, etc.

Codex Tyranids Crazy Special $25.00 Normally $33.00
The Tyranids are now even more a force to be reckoned with. New beasties include flying Gargoyles, 4 scythe-armed Hormagants, the Lictor: a Tyranid sized assassin, Zoanthrope, a special psycher monster; spore mines & their living launcher, heaps of new weapons, and lots of living bio wargear, such as sharpened claws, etc.

Codex Imperial Guard Crazy $25.00 Normally $33.00
The Imperial Guard is the largest and most powerful fighting force in the galaxy. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Extensive organisation details, painting guides.

Codex Angels of Death Crazy $25.00 Normally $33.00
The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels have a dark, dark secret, which is revealed fully in the book. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specials, the Death Company, their own secret curse and attempts to be rid of it. This is a great book!

QUA SPEAR HEAD WW2 MINIATURES RULES
Crazy Special $20.00 Normally $40.00
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly.

OSP OSPREY HISTORY BOOK SPECIAL
Crazy Special $28.00 Normally $90.00
We've been able to snaff up good quantities of two Osprey books,that were being cleared out. We are offering all these here, together or individually:

Cannae 216 BC Crazy $15.00 Normally $30.00
Campaign Book 36. The Roman army commanded by Consuls Paullus and Varro received a crushing defeat at the hands of Hannibal in 216 BC. This book examines reasons for the war, Hannibal's campaign leading up to the battle, and what transpired in the battle.

Poltava 1709 AD Crazy $15.00 Normally $30.00
Charles XII invades Russia at the head of his victorious Swedish army - but his fate is much the same as that experienced by Napoleon and Hitler - his army was eventually crushed and surrended. Buy this book and learn all the gritty details of this disaster.

MINIATURES

MMM FELLOWSHIP OF THE RING 25mm FIGURES
Crazy Special $22.00 Normally $35.00
We have been able to get hold of more of Prince August's excellent Mithril range of Middle Earth figures. The following figures are nine members of the Fellowship of the Ring. They are the same figures as released a while ago, but are repackaged now. Available individually too:

MMMMC10	Frodo & Sam	Crazy $3.50	Normally $5.25
MMMMC11	Gandalf Casting Spell	Crazy $3.50	Normally $5.25
MMMMC12	Strider	Crazy $3.50	Normally $4.50
MMMMC13	Boromir	Crazy $3.00	Normally $4.50
MMMMC14	Legolas & Gimli	Crazy $5.00	Normally $7.75
MMMMC15	Merry & Pippin	Crazy $5.00	Normally $7.75

MMM MITHRIL WARBANDS SPECIAL
Crazy Special $92.00 Normally $160.00
Prince August have made two complete army packs, one of Orcs of Mordor, one of Gondor soldiers, for use with any Middle Earth games you may wish to use. We are offering both of those armies on special here:

Orcs of Mordor Army Crazy $48.00 Normally $80.00
30 exaggerated 25mm metal figures of Lord of the Rings orcs of Mordor, being standard bearer, chieftain, drummer, hornblower, 6 archers, 20 spears/axes/swords. Comes in a sturdy plastic carrying case with foam inside.

Gondor Army Crazy $48.00 Normally $80.00
29 exaggerated 25mm metal figures of Lord of the Rings soldiers of Gondor being mounted captain, trumpeter, 2 sergeants, standard bearer, 10 heavy infantry of three types, 8 light infantry of 4 types, 6 archers.

IRR DBM 6mm ANCIENTS ARMIES
For this special we'll send you one 6mm army with lead figures that can be used for DBM. The figures come 6 infantry on a strip, five cavalry to a strip, and single elephants, chariots & equipment. The figures are quite detailed. The armies we are offering are as follows:

Ancient Hittite Crazy Special $23.00
10 Hvy chariots, 10 Lt Chariots, 60 auxilia, 36 skirmishers.

Ancient Philistine Crazy Special $23.00
6 Lt Chariots, 180 spearmen, 60 skirmishers.

Hoplite Greek Crazy Special $13.00
96 Hoplites, 10 hvy cav, 10 lt cav, 36 skirmishers

Seleucid Crazy Special $14.00
5 hvy cav, 10 companions, 10 cataphract, 72 pikes, 24 skirm, 2 Elph

Spanish Crazy Special $18.00
20 cavalry, 20 light horse, 120 infantry, 30 skirmishers.

Early Imperial Roman Crazy Special $11.00
72 legionaries, 24 auxilia, 15 cavalry, 10 light cavalry.

Ancient British Crazy Special $26.00
12 lt chariots, 20 lt cavalry, 120 warband, 30 skirmishers.

Parthian Crazy Special $15.00
30 cataphracts, 60 light horse.

IRR 6mm NAPOLEONIC ARMIES
For this special we'll send you one 6mm army with lead figures that can be used for Napoleonic wargaming. The figures come 6 infantry on a strip, four cavalry to a strip, and single guns with crew and limber. The figures are quite detailed. The armies we are offering are as follows:

Austrian Division Crazy Special $60.00
12 Battalions of 48 Line Infantry, 60 Skirmishers, 1 Battery of 4 guns, 1 Regiment of 36 Cavalry and Commander. (3 Divisons - $160.00)

British Division Crazy Special $34.00
10 Battalions of 30 Line Infantry, 30 Skirmishers, 1 Battery of 3 guns, 1 Regiment of 24 Cavalry and Commander (3 Divisions - $92.00)

French Division Crazy Special $50.00
12 Battalions of 36 Line Infantry, 48 Skirmishers, 1 Battery of 3 guns, 1 Regiment of 40 Cavalry and Commander (3 Divisions - $140.00)

Prussian Division Crazy Special $30.00
8 Battalions of 32 Line Infantry, 30 Skirmishers, 1 Battery of 4 guns, 1 Regiment of 24 Cavalry and Commander (3 Divisions - $83.00)

Russian Division Crazy Special $37.00
8 Battalions of 24 Line Infantry, 2 Battalions of 24 Grenadiers, 36 Skirm, 1 bat of 4 guns, 40 Cav + Commander (3 Divisions - $100.00)

COMPUTER GAMES

SIL TRIAL BY MAGIC
Crazy Special $16.00 Normally $70.00
For over 140 years, the most renowned adventurers from all over Olyndsia have been attempting the Trial By Magic. None have ever survived. Are you up to the test? All you have to do is enter the Trialmasters labyrinth, a huge, rich and detailed underground world, where danger and adventure are around every corner, and find the teleport on the 25th level that will return you to the surface. With beautiful SVGA graphics, a 3D view of the dungeons, easy to use point & click interface. Over 30 monsters and dozens of spells. Can you survive 25 dangerous levels? *IBM Requires: VGA, 386DX/33, 4megRAM, CDROM, hard disk.*

SOF DUKE NUKEM 3D
Crazy Special $11.00
The bulletin boards are choked with raves about this game, so we hunted down the Retail Shareware version. This is reputed to be the best of all the DOOM-style games. With fantastic 3D scenarios as you battle sinister aliens through the battled streets of LA, where through six complete levels you escape a prison nightmare and fight through streets and buildings to reach the alien leaders lair. Enemies fly on small scooters, you get to swim and fight underwater, weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can jump, run, crawl, swim and use a jetpack. You can play one on one or up to 4 players at once. Great! *IBM Requires: 486/66, CDROM, SVGA, 8mbRAM, hard disk.*

BLI WARCRAFT
Crazy Special $11.00
Orcs Verses Humans in this extremely popular 3D wargame of epic proportions. You play either orc or human, and construct or rule your own medieval stronghold. You can play 2 player via modem, there are six campaign scenarios within two separate story lines - one if you play orcs, the other if you play human. You command many unique creatures including grunts, footmen, archers, spearmen, necromancers, clerics, etc. Heavily influenced by Games Workshop, with orcs being green great hulking brutes, and humans being based on the Empire - knights in full plate armor! *IBM Requires: 386, CDROM, 4megRAM, hard disk, VGA, mouse.*

GAM BUREA 13
Crazy Special $24.00 Normally $70.00
Basically the X-FILES with a different name. This government agency knows there are UFOs and paranormals, and that they pose a significant threat to the world. You play the head of Bereau 13, and build your own investigation team, selecting each character for their skills, and send them on journeys of discovering, deception, and violence. Your goal is also to keep such encounters secret from the populace. *IBM Requires: CD-ROM, 386/33 +, 2mb RAM, VGA, hard disk.*

GAM MILLENNIA - ALTERED DESTINIES
Crazy Special $30.00 Normally $70.00
A fascinating game in which you shape the development of four alien civilizations, from a primitive culture to interstellar space travellers. You travel through time in 100 year leaps in order to introduce inventions and technologies, from the wheel to lasers. You colonise and control 100 worlds as you communicate with alien races and attack their cities. Includes arcade style space battles, great animation, and 10,000 years of strategic time travel - use it well! *IBM Requires: 386/33, CDROM, VGA, 8mbRAM.*

EMP ELITE PLUS
Crazy Special $10.00 Normally $70.00
This game is an all time classic. Its basically like *Wing Commander Privateer*. You own a fighter-trader spaceship, and fly around the galaxy carrying cargoes and selling them to make a profit. You use these funds to upgrade your ship and maker it better. You can also earn money from bounty hunting - but its tough! There are two thousand planets in eight galaxies to visit, 20 different space ships, lots of space combat, six exciting missions. *IBM Requires: VGA, CDROM, 286, runs from CD.*

GAM FRONTIER FIRST ENCOUNTER
Crazy Special $30.00 Normally $70.00
First there was Elite. Then the sequel FRONTIER ELITE II. And finally this game concludes the trilogy - it takes you 50 years into the future, where there is new technology, new ships, and a totally new political map. Pirates are everywhere, mafia barons have connections, experience spectacular space combat sequences when confronting pirate formations, police swarms, and naval fleets. You choose your course - will you be hero or villain? You can go deeper and deeper into unknown space and see the graphic wonders of the galaxy on your computer screen. Sounds good! *IBM Requires: 386+, CDROM, 4mbRAM, hard disk, VGA.*

ORI WING COMMANDER III Heart of the Tiger
Crazy Special $50.00 Originally $120.00
WC3 comes with 4 CD-ROM disks - thats over 2000 meg of game play and cinematics and digitised sound. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew; you can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retards who can't hit a moving target. The storyline in the game depends heavily on how well you do each mission. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions.*IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50 +, mouse (you can fly with the mouse), hard disk.*

EMP TEAM YANKEE
Crazy Special $16.00 Normally $60.00
A definitive action simulation of modern tank warfare. Watch scenarios unfold on 3D battlefields with hi-res graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. There are 25 battles, you advance in ranks, AFVs include M1, T72, M3, T62, etc. Weapons include TWO, artillery, smoke screen, etc. *IBM Requires: 386, CDROM, VGA, hard disk. 3.5" FDD or CD-ROM .*

CLOSE OUTS

The following items are either overstocks, have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

ORI	Wings of Glory IBM Computer Game (486,8mbRAM)	$30.00
VIR	Overlord IBM Computer WW2 Flight Sim Game	$30.00
VIR	Dawn Patrol IBM Comp WW1 Flight Sim Game	$30.00
VIR	7th Guest IBM Computer Horror Game	$30.00
VIR	IndyCar Racing IBM Computer Game	$30.00
VIR	Hand of Fate IBM mystery adventure game	$30.00
VIR	Lands of Lore IBM Fantasy adventure game	$30.00
VIR	Conspiracy IBM KGB adventure computer game	$30.00
	(All the VIR computer games require 386+,CDROM,VGA)	
TSR	Monstrous Compendium # 3	$6.00
TSR	DS1 Freedom (Dark Sun)	$5.00
TSR	DSQ1 Road to Urik (Dark Sun)	$5.00
TSR	DSQ2 Arcane Shadows (Dark Sun)	$5.00
TSR	DSQ3 Asticlian Gambit (Dark Sun)	$5.00
TSR	DSR2 Dune Trader (Dark Sun)	$5.00
TSR	DSR3 Veiled Alliance (Dark Sun)	$5.00
TSR	HR4 Mighty Fortress (AD&D)	$7.00
TSR	Spelljammer Monstrous Appendix(AD&D)	$5.00
TSR	WGA3 Flames of the Falcon (AD&D)	$4.00
TSR	Rage of the Rakasta Adventure (D&D)	$2.00
TSR	The Fall of Magic (D&D novel)	$2.00
TSR	Yor's Revenge Generic Fantasy Novel	$2.00
TSR	The Eyes Have It Generic Fantasy Novel	$2.00
TSR	Token of Dragons Blood Generic Fantasy Novel	$2.00
TSR	The Falcon Rises Generic Fantasy Novel	$2.00
COA	La Batailled de Corunna-Espagnol (Wargame)	$25.00
GMT	Great Battles of Alexander 1st Ed Wargame	$13.00
WES	Bloodshadows World Book (Horror RPG)	$8.00
GDW	Twilight 2000 RPG Book	$15.00
GW	Twilight 2000 RPG Boxed Set	$20.00
WHT	The Book of Props (For The Masquerade)	$5.00
WHT	Deadly Legacy (Ars Magic supplement)	$5.00
WHT	Black Death (Ars Magic supplement)	$5.00
WHT	A Winter Tale (Ars Magic supplement)	$5.00
WIZ	Duelist Magazine Back Issue (Supplied at random)	$3.00
CON	Conjure Magazine Back Issue (Supplied at random)	$3.00
SHA	Shadis Magazine Back Issue (Supplied at random)	$2.00
FAN	Blister of Fantasy Forge Resin Scenery (Random)	$4.00
FPG	Ken Kelly Colossal Trading Cards (worth $252.00)	$30.00

(These are huge 17cm x 25cm fantasy picture art trading cards, all painting by Ken Kelly. Contains 18 packs of 5 cards each, with a total of 50 different cards to be collected. Each box contains 1 autographed card. Wow.)

OSPREY HISTORICAL REFERENCE BOOKS

ANCIENT ERA

❑ **CAMP7 ALEXANDER 334-323 BC**
A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and covers actual battles. $27.95

❑ **MAA109 ANCIENT ARMIES OF THE MIDDLE EAST**
Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. $20.00

❑ **WAR5 ANGLO-SAXON THEGN**
The Saxon slowly conquered much of Britain from the celts and picts, slowly replacing the Romano-British society with their own. The saxon warriors, the thegn, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066. $24.95

❑ **CAMP36 CANNAE 216 BC**
The Roman army commanded by Consuls Paullus and Varro received a crushing defeat at the hands of Hannibal in 216 BC. This book examines reasons for the war, Hannibal's campaign leading up to the battle, and what transpired in the battle. $27.95

❑ **MAA283 EARLY ROMAN ARMIES**
The development of the Roman army in training, organisation, tactics and weapons & equipment from about 500 to 275 BC, the time of the wars with Pyrrhus. $20.00

❑ **MONT JUSTINIAN'S WARS**
This is one of the best written and most engrossing books of ancient combat I've seen to date. It focuses on the wars between Eastern Roman (early Byzantine) forces and the Vandals in Africa, the Goths in Italy in three phases, the Franks in Italy, and the Visigoths. Brilliant. $30.00

❑ **WAR15 LATE ROMAN CAVALRYMAN 236-565 AD**
Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. $25.00

❑ **ELITE40 NEW KINGDOM EGYPT**
Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. $25.00

❑ **MAA46 ROMAN ARMY: CAESAR TO TRAJAN**
Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. $19.95

❑ **MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE**
Rome's glorious days are over, but it's army is still locked in furious combat to survive. Details tactics, armor, history, battles, etc. $19.95

❑ **MAA180 ROME'S ENEMIES: ARMIES OF SPAIN**
Rome fought many difficult battles in Spain leading uptil 20 BC. This book details the Iberians, Celtiberians, Lusitanians, scutarii, $19.95

❑ **MAA243 ROME'S ENEMIES: THE DESERT FRONTIER**

Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome $19.95

❑ MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS
Gauls and British celts are two of Rome's most famous and thought of enemies. Learn about their tactics, defeats, victories, etc. $19.95

❑ MAA129 ROME'S ENEMIES: GERMANICS & DACIANS
The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. $19.95

❑ MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS
Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years, giving tactics, weapons & campaigns. Also detailed are the Sassanid Persians who overthrew them, plates by McBride. $19.95

❑ MONT THE ACHAEMENiD PERSIAN ARMY
A magnificent book on the Achaemenid Persians who fought against the Ancient Greeks and Alexander. With stunning full color art, troop lists, tactics, organisation,etc. $30.00

❑ ELITE7 THE ANCIENT GREEKS 500-300 B.C.
64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes Athenians, Lakedaimonian, Thracians, Boeotians, etc. $24.95

❑ MONT THE ARMY OF TANG CHINA
The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. $30.00

❑ MAA69THE GREEK AND PERSIAN WARS 500-323 B.C.
The high years of Ancient Greece, the Athenians verses Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. $19.95

❑ ELITEA42 THE PERSIAN ARMY 560-330 BC
The arch-enemies of Ancient Greece and Macedonia. Includes Xerxes attempts to conquer Greece, and subsequent battles, etc. $24.95

❑ MONT THE PTOLEMAIC ARMY 168-145 BC
A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. $30.00

❑ MAA137 THE SCYTHIANS 700-300 BC
The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans, and contempories of Ancient Greece who they fought and helped. $19.95

❑ MONT THE SELEUCID ARMY
An 80 page book detailing the late Seleucid army, from 168-145 BC. Covers organisation, equipment, armor, colors. Art by McBride. $30.00

❑ MONT WARRIORS OF EURASIA
A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc. $25.00

THE MIDDLE AGES

❑ CAMP9 AGINCOURT 1415
The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuousness of the French nobles and knights was to lead to their undoing. Read how some 10,000 French were killed for the loss of only 500 English. Tragic stuff $27.95

❑ MAA111 ARMIES OF CRECY & POITIERS
Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuousness cause fatal errors, allowing the vastly out numbered English to obtain crushing victories. $19.95

❑ MAA113 ARMIES OF AGINCOURT
An excellent overview of this crucial battle between the French and English during the 100 Years War, including superb color plates, and covers command, troop organization, troop types, various types of artillery, & an analysis of the battle. $19.95

❑ MAA154 ARTHUR & THE ANGLO-SAXON WARS
The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. $19.95

❑ MAA89 BYZANTINE ARMIES 886-1118 AD
The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with and against the Crusaders, Islam, etc. $19.95

❑ MAA287 BYZANTINE ARMIES 1118-1461 AD
Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. $20.00

❑ MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD
French knights were considered the flower of European chivalry. This book covers their origins, training, armies of southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. Color plates by Angus McBride. $19.95

❑ MAA166 GERMAN MEDIEVAL ARMIES
Medieval Germany comprised a number of states under the nominal control of the Holy Roman Emperor. The history covers princely levies, town leagues, leagues of knights formed to protect themselves from the two former, the rise of the Hussites & their war wagons, the Teutonic Knights, mercenaries, & famous campaigns. Plates by McBride. $19.95

❑ CAMP13 HASTINGS 1066
Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings, in which the Anglo-Saxon King Harold was killed. Did you know, for example, that William the Conqueror was actually the rightful King of England over Harold, even before the Battle of Hastings? And that the Normans almost failed their attempt to destroy the Saxon shield wall? Good reading! $27.95

❑ CAMP19 HATTIN 1187
Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, and then going on to retake Jerusalem and much of the holy lands. $28.00

❑ MAA195 HUNGARY & THE FALL OF EASTERN EUROPE
Hungary beat back invasions from Germany, settled invading Pecenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. John Hunyadi lead a one man crusade against them, holding them back for years, until political collapse in Hungary allowed the Turks victory at Mohacs. The fall of Byzantine is included. Plates by McBride. $19.95

❑ MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500
A fascinating history, as the Italians formed a number of powerful city states, who competed both economically and military against each other. This book also covers in detail the mercenaries hired by these city states, revealing their sophisticated system. $19.95

❑ ELITE17 KNIGHTS AT TOURNAMENT
One of the greatest pasttimes of medieval nobles, costing huge amounts of money, & attracting huge amounts of attention. Good stuff $24.95

❑ MAA50MEDIEVAL EUROPEAN ARMIES
Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. $19.95

❑ MAA99MEDIEVAL HERALDRY
An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. A must have for miniatures' gamers, it details the shield, tinctures, divisions of the shield, partition lines, charges, blazoning, surcoats, ailettes, $19.95

❑ WAR1 NORMAN KNIGHT 950-1204 AD
64 page book, with 12 pages of color plates. The book covers the rise and development of Norman Knights (ie, not a broad look at the Normans, but a detailed examination of Norman Knights.) Covers appearance & equipment, history, evolution of tactics, training, $24.95

❑ MAA279 THE BORDER REIVERS
Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. $25.00

❑ ELITE19 THE CRUSADES
An overview of the Crusades, their participants, battles, etc. $24.95

❑ ELITE58 THE JANISSARY INFANTRY
The Janissarys were elite infantry serving in the army of the Ottoman Turks, serving as the backbone of the army. $27.00

❑ MAA155 THE KNIGHTS OF CHRIST
Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. $19.95

❑ MAA105 THE MONGOLS
Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1942 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by McBride. $19.95

❑ ELITE9 THE NORMANS
It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. $24.95

❑ ELITE50 THE PRAETORIAN GUARD
A close look at the elite Roman Praetorian Guard, their equipment, uniforms, shields, tactics, etc. However in combat during the civil wars, these troops were normally outclassed and outfought by the veteran legionaries. $24.95

❑ MAA151 THE SCOTTISH & WELSH WARS 1250-1400
Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under the one crown. $19.95

❑ MAA210 THE VENETIAN EMPIRE 1200-1670 AD
The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had it's own fleets, an extremely aggressive merchant empire (3,000! ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). $19.95

❑ MAA145 THE WARS OF THE ROSES
This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocractic families of those houses and their followers. A unique tactical study, for this war was one of the only ones in which both sides used longbows. $19.95

GUN POWDER ERA

❑ CAMP2 AUSTERLITZ 1805
One of the most significant Napoloenic battles. Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? $27.95

❑ CAMP41 RORKE'S DRIFT 1879
The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. After tremendous fighting, the Zulus abandon the battle. How did the British win? Read this extremely detailed book and you'll see. $30.00

❑ WAR13 UNION CAVALRYMAN 1861 - 1865
Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. $25.00

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The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. $20.00

❑ CAMP15 WATERLOO 1815
A detailed examination of one of the most famous battles in history. Napoleon makes a comeback after escaping from exile, & tries to secure his empire once again. $27.95

❑ WAR14 ZULU 1816 - 1906
The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. $25.00

WW2 & MODERN

❑ CAMP5 ARDENNES 1944
Hitlers last desperate gamble - the Battle of the Bulge. $27.95

❑ CAMP42 BAGRATION 1944
A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944, code name Operation Bagration. Read how in two weeks the Red Army crushed Army Group Centre in Germany's worst ever defeat in WW2, with over 17 divisions completely destroyed. Hitler himself was largely to blame for the disaster. $30.00

❑ NVA7 IS-2 HEAVY TANK 1944-73
Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. 59 . 91s

❑ NVA1 KINGTIGER HEAVY TANK
Detailed look at the development & action of Pz VI B. $19.95

❑ CAMP16 KURSK 1943
An excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. $27.95

❑ NVA17 KV-1 & 2 HEAVY TANKS 1941-45
The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. The latter had much thicker armor and was impervious to all German weapons except the 88mm. Eventually, German tanks and guns were able to deal with the tank's armor. $20.00

❑ M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1983-95
The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. This book follows the design and development, and goes on to give detailed reports of the Bradley in action in the Iraqi war of 1991. Read how the Bradley out performed all expectations. $20.00

❑ CAMP1 NORMANDY 1944
Detailed account of the D-Day invasion by the Allies in 1944. $27.95

❑ NVA3 SHERMAN MEDIUM TANK
The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. $17.50

❑ NVA9 T-34/76 MEDIUM TANK 1941-45
The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. $19.95

❑ ELITE61 THE BRITISH GUARDS DIVISION 1914-45
Follows the British Guards in action in two World Wars. $27.00

❑ NVA5 TIGER I HEAVY TANK 1942-45
The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. $19.95

Hawksway Buildings

All Hawksway miniature buildings are ready for immediate use, no painting or construction is required. *Please allow 2 - 4 weeks for delivery.*

40K 25mm Imperial Buildings

IH: 00001	Small Bunker	$50.00
IH: 00002	Large Bunker	$60.00
IH: 00003	Fortified Bunker	$70.00
IH: 00004	Command Bunker	$100.00
IH: 00005	Ammo Bunker	$60.00
IH: 00006	Underground Bunker	$75.00
IH: 00007	Heavy Fortress	$150.00
IH: 00008	Landing Platform	$130.00
IH: 00009	Vehicle Repair Depot	$80.00
IH: 00010	Fuel Storage Depot	$120.00
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IH: 00013	Destroyed Buildings	$60.00
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FSS: 00001	Space Station Section	$60.00
22" square board interior of a space station.		
FSS: 00001	Space Station	$350.00
6 x 22" square boards of interior of a space station. All boards are interchangeable, so there are hundreds of different combinations.		
FDC: 00001	Destroyed City Section	$60.00
22" square damaged city board, diagonal roads.		
SPE25-002	Damaged City	$350.00
6 boards, each 22" square, all interchangeable, with damaged buildings, diagonal roads - a great landscape to play Warhammer 40,000 on.		
IMF: 00001	Strong Hold Fortress	$370.00
IMP: 00002	Dark Angel Fortress	$370.00

Castles

CST: 00001	Rimfire Castle	$130.00
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CST: 00003	Ravensford Castle	$240.00
CST: 00004	Elfsford Castle	$240.00
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25mm Scenery

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SEC-H: 00007	Set of Hills	$63.00
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SEC-R: 00003	Large Row of Rocks	$10.00
SEC-R: 00004	Small Hill of Rocks	$16.00
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SEC-OD: 00002	Large Swamp	$35.00
SEC-OD: 00003	Hill with Lake	$40.00
SEC-OD: 00004	Corner Hill with waterfall to be used with River	$40.00
SDP: 00001	Half Village with moat for side of table	$100.00
SDP: 00002	Half Castle with moat for end of table	$120.00
SDP: 00003	Undead Graveyard	$120.00
SDP: 00004	Chaos Cave Entrance	$120.00
SDP: 00005	Destroyed Cathedral	$125.00

Computer Games

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War II

ADVANCED CIVILIZATION — **AH**

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civiliztion from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.* **IBM - $90.00**

AIDE DE CAMP — **HPS**

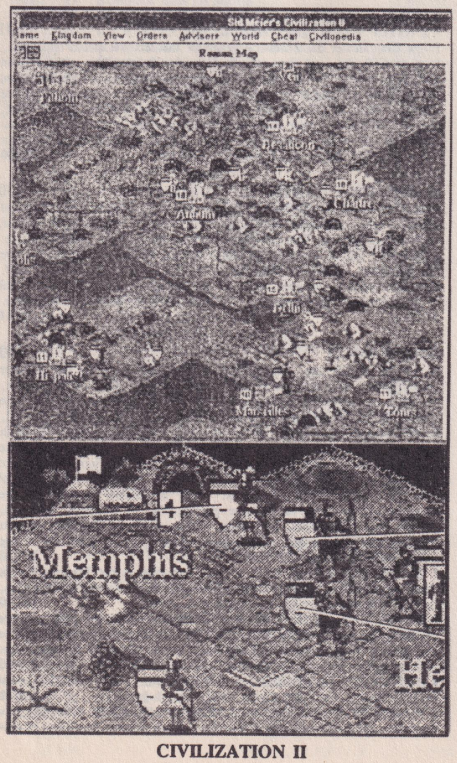
At last! We have been asked hundreds of times to get in this wargame design kit.Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. **Note:** you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: VGA, 3.5"FDD, hard disk, 286+.* **$99.00**

BATTLEGROUND: GETTYSBURG — **EMP**

This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sounds and video clips. Absolutely fantastic. *IBM Requires: Windows 3.1+, 386/33+, CDROM, 4mbRAM, SVGA, hard disk.* **$90.00**

CAESAR II — **IMP**

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, features include city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 386+, 1mbRAM, VGA, hard disk, CD-ROM* **IBM - $80.00**



CIVILIZATION II

CIVILIZATION II — **MIC**

This will certainly be the hit of the year. This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.* **$99.00**

CIVNET — **MIC**

Sid Meier's Civilization computer game won Overall Game of the Year and Best Entertainment Program. This version permits solo play or you can play head to head via null-modem, modem, on one computer, or on the Internet. Compete against up to seven players. The modem and Internet features let you access millions of gamers worldwide. Now you can play in turn based or simultaneous play mode. Features a Chat Feature to talk to other gamers, a new streamlined Windows interface (so you can have several windows open at once), you can customize your King character, and the same original game of Civilization plus a map editor. I personally think that playing this game with one or more human opponents makes it one of the best computer games ever. *IBM requires: Windows 3.1 or '95, 8mbRAM, SVGA, CD-ROM, 18mb Hard Disk space, 14.4 baud modem,* 486/66. **IBM - $90.00**

COLONIZATION — **MIC**

Colonization from Sid Meier, who brought us *Civilization.* A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industies - all the while trying to hold back the possibility of revolt. With great graphics in the style of Civilization. *IBM requires: hard disk, CDROM, VGA, mouse, VGA.* **IBM - $90.00**

CONQUEROR A.D. 1086 — **SIE**

This game looks absolutely stunning. It reminds me somewhat of Defender of the Crown, but infinately superior. Set in the England between 1086 and the 15th Century, you must forge an empire, commanding strength, skill and strategy in your valient quest for the crown. You are in control of your destiny as you ascend to the throne of England in this richly detailed action-packed medieval adventure. Wage real-time battles from a top down perspective, compete against rival knights in 3D tournaments, create or storm castles, and foster commerce. Cinematic scenes are stunning, and the battles look really good. *IBM requires 8mbRAM, 486DX33, CD-ROM, SVGA, runs on Dos or Windows'95.* **IBM - $75.00**

CUSTERS LAST COMMAND — **HPS**

An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux-Cheyenne Set at platoon level, 5 minute turns, with variations such as Gatlin' Guns, 2nd Cavalry as reinforcements, variable Indian village sizes, Indian readiness, etc. *IBM Requires: VGA, 3.5"FDD, hard disk, 386.* **$50.00**

DEFEND THE ALAMO — **HPS**

An older title sold in a zip lock bag. It is an historically accurate simulation, with "what-if" scenarios, the Alamo history, and is quit detailed in terms of establishing good fire lanes. You can win as the Texans, but it depends on if you can hold out long enough waiting for re-inforcements. *IBM Requires: 3.5"FDD, VGA, hard disk.* **$37.00**

FIELDS OF GLORY — **MIC**

We've been trying for ages to get this game, an absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. You can experience the excitement of Napoleonic warfare from small engagements to huge battles such as Ligny and Waterloo. You can get instant information about the status of all your troops. And there is pure, thundering "against the clock" battle action that pushes you to the limits and recreates the pressures and tensions of active combat command. Don't buy this game unless you are willing to give up at least two solid weeks! *IBM requires: 386+, hard disk, or CD, VGA, mouse, 2mg RAM.* **$30.00**

HIGH SEAS TRADER — **IMP**

Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outrun pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates & enemy man of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foolhardy pirate ships. Graphics are great, with the 3-D approach, you feel like you are actually there. *IBM Requires: 386+, 4 mbRAM, VGA, CD-ROM or 3.5" FDD, Microsoft Compatbie Mouse.* **IBM - $50.00**

KINGMAKER — **AH**

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher. **IBM - $90.00**

LORDS OF THE REALM — **IMP**

In the league of *Civilization*, this game presents medieval culture and society on an extremely detailed scale. The English throne lies empty in 1268 AD. You and 5 other lords are locked in a struggle for the crown. Reap the benefits of successful feudal governing, castle building, castle sieging, and land battles to conquer your rivals and claim the kingdom. You need to keep your serfs happy, assigning them to farming, herding, building, military, and other tasks. Design your own castles, and besiege those of your enemies. You can play the game straight from CD, there can be up to six human players, you can have modem play, the game features a detailed and realistic economic simulation, there are merchants and trade, and diplomatic messages and alliances, even with computer players. *IBM Requires: 386 +, 4 mb RAM, CD-ROM or 3.5" FDD, hard disk, VGA, Microsoft Compatible mouse.* **IBM - $70.00**

MACHIAVELLI — **MIC**

Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. *IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk.* **$80.00**

THE BLUE & THE GREY — **IMP**

An extremely detailed and very popular recreation of the American Civil War. You can control either the Union or Conferderacy, and can create your own armies, name your units, recruit additional man power and even train your soldiers. You deploy your armies by road, sea, rail, or cross country. Battles are resolved in a micro-miniatures style format, with tactical and strategical views of the battlefields. Battles will range from skirmishes to full blown battles. You can stop the fighting at any time to give new orders, regroup, or look at reports. IBM Requires: 286 +, VGA, hard disk, 3.5" 1.44 FDD or CD-ROM, Microsoft Compatible Mouse. **IBM - $70.00**

THE CIVIL WAR — **EMP**

This game lets you plan and fight every major battle and campaign of the American Civil War. Lead North or South through four bloody years that shaped the worlds most powerful nation. Captures the huge scale of the war, with armies and fleets. All the resources of the war are available, as you attempt to crush enemy resistance and fortifications. Control ironclads along the Mississippi, the building of railways, or small units of Rebel cavalry, over a vast battlefield area. Includes a full campaign allowing you to move your armies by land, sea, rail, or river. When armies meet you can choose to fight or retreat. Battles are fought using individual artillery, cavalry and infantry units on 3D texture mapped Gourand shaded battlefields, all in real time. *IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.* **IBM - $60.00**

THE WAR COLLEGE — **IDI**

This game is the sequel to the *Universal Military Simulators I & II.* It comes with 5 basis scenarios and a comprehensive scenario builder, the scenarios are Caesar vs Pompeii, Napoleon at Austerlitz, Lee at Antietam, Hindenburg at Tannenburg, and Kursk. Each battle comes with a fully narrated interactive multimedia background and description. It features cannon shells, clouds of smoke, orders can be given to individual units and there is a wide range of formations and tactics available. You can create battles even between Rameses II and the Hittites in 13th century BC. More details later. Due July? *IBM Requires: 486/66, 8mbRAM, CDROM, hard disk, SVGA.* **$70.00**

TWENTY WARGAME CLASSICS — **SSI,SSG,IMP**

This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around $1,300! The games from Impressions are: *D-Day The Beginning of the End, Conquest of Japan, Global Domination, When Two Worlds War.* From SSG are *Decisive Battles of the American Civil War Volumes 1, 2, & 3, Gold of the Americas, Reach for the Stars, Warlords* and *Battlefront.* And from SSI are *Battles of Napoleon, Carrier Strike, Western Front, Sword of Aragon* (still one of the best medieval fantasy wargames), *Pacific War, War in Russia, Wargame Construction Set II: Tanks, Clash of Steel, Conflict Middle East, Conflict Korea* and *Panzer General. IBM Requires: CDROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse.* **$60.00**

WORLD WAR II

1944 ACROSS THE RHINE — **MIC**

Experience a tank commander's view of this period of gut wrenching armored combat battle action. You have complete operational control - fight in battles and campaigns as a sergeant tank commander or any other higher level of command, commanding a single tank platoon or an entire US or German battalion. All scenarios from 1944-45, Western Front. You must use real tank tactics to overcome the enemy. Graphics are outstanding, including top down views of local or major maps, as well as 3-D views of tanks in action, including the terrain they are in. With two very thick manuals, one being historical commentary. *IBM Requires: 486+, CD-ROM, 4mbRAM, hard disk, SVGA, Mouse.* **IBM - $90.00**

ALLIED GENERAL — **SSI**

The eagerly awaited sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires:486/66, 8mbRAM, SVGA, CD-ROM, Windows.* **$50.00**

BATTLEGROUND: ARDENNES — **EMP**

This looks absolutely fantastic, as it introduces a whole new visual approach to computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement stands. With this game you relive the Battle of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound and video clips. Lets hope these guys make some more wargames like this one!

IBM Requires: Windows 3.1 or '95, 386DX/33+, SVGA, 2X CDROM, hard disk. $90.00

CARRIERS AT WAR — SSG

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. New IBM version contains stunning graphics and combat reports. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA. IBM - $70.00

THE COMPLETE CARRIERS AT WAR Includes Carriers at War, Carriers at War Construction Kit and Carriers at War II, and, also adds a series of scenarios covering the North Atlantic and Mediterranean Theatres, giving you ships for Germany,(the Bismark!), Italy and France. *IBM Requires as above + CD ROM.* $90.00

CARRIERS AT WAR CONSTRUCTION KIT — SSG

Contains 4 color maps and a thick 336 ! page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organise them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix has the stats on every US and Japanese plane & ship. *Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM.* $70.00

CARRIERS AT WAR II — SSI

Fleet carrier actions in the South East Asia 1936-1946. Offers more tension, more excitement, tougher opponents & more dramatic carrier battles. The uncertainty of war is vividly recreated & entire battles can turn on the effects of just one plane. It also allows for broader issues of strategic decisions. The 8 scenarios include hypothetical, historical, & controversial, exploring all aspects of tactical & strategical combat between Japan, USA & Great Britain. Totally compatible with the Construction Kit. *IBM Requires: 386SX + VGA/MCGA, 2MB Expanded memory, microsoft or compatible mouse, hard disk.* IBM - $90.00

COMMAND: ACES OF THE DEEP — SIE

As a U-Boat commander, stalk the occupied quadrants of the North Atlantic within the cramped confines of the "gray wolf". Slice through icy-cold waters, quietly pursuing the enemy, waiting for the right moment to strike. Crash-dive to avoid retaliatory attacks by enemy escort ships and anti-submarine aircraft fire. Operate under silent running, eluding detection by underwater sound-pulse devices in a tense game of cat and mouse. With spectacular hi-res graphics, and a rapid fire deck gun used like arcade action! *IBM Requires: Windows '95, CDROM, 486/66, 12mbRAM, SVGA, hard disk.* $99.00

D-DAY AMERICA INVADES — AH

By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lo, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. *IBM Requires: 386, 4mbRAM, SVGA, CD-ROM.* IBM - $99.00

D-DAY The Beginning of the End — IMP

As the Supreme Allied or Axis Commander you start with your side's actual resources and positions on June 6, 1944. Select the generals under your command, then play out the landings and/or choose from several campaigns to carve your way through Europe. Uses the same Micro-Miniatures series to resolve the battles, whereby you maneuver company sized units on a tactical level. Play full screen, hi-res real-time battles using miniature tanks, men and artillery. *IBM Requires: CD.* $25.00

EMPIRE II — NEW

Empire Deluxe was a game of world conquest and domination. With the focus on the entire world, the game tested your strategic skills in quickly spreading out, exploring and gaining control of all. *Empire II* is different - it is best described as being Grand Tactical - your objective is to win the battle, not the War. The game is based on pre-defined scenarios, but a Game Editor allows you to create your own scenarios and modify those provided. Features a wide range of war technology, infinite combat detail, sequential and parallel play, and supports modem and network support. *IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.* $90.00

EMPIRE II Windows '95 *Requires as above + Windows '95.* $80.00

FIGHTIN' FORTIES — MIC

Three games presented in one game. *1942 The Pacific Air War* with frantic dogfights, death-defying dive bomb attacks and terrifying torpedo runs, *1942 Task Force*, surface naval action in the South Pacific, and *1944 Across the Rhine*, armored comat from D-Day to the end of the war in Europe. *IBM Requires: 486/33, 4mbRAM, CDROM, hard disk.* $80.00

GREAT NAVAL BATTLES VOL IV — SSI

The Fourth GNB game has come out, this one titled Burning Steel, 1939-1942, except this time the game features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and, the Russian navy! Also included are the German navy and the UK navy. There are over 130 ships, and game includes a scenario editor, improved interface, with scores of historical and hypothetical scenarios or campaigns to play. *IBM Requires: CD-ROM, 8mbRAM, 386.* IBM - $50.00

HIGH COMMAND — 360

Plays directly from CD-ROM. High Command captures WW2 in Europe on a grand scale. Spanning the war years 1939 through 1945, you are placed in complete control of all military, economic, and political resources. Lead the Allied or Axis war machine. Command all available land, sea, and air forces. Exercise all available options. Build up your military might or invest in your country's infrastructure. *IBM Requires: 386, 3mbRAM, CD-ROM, mouse, SVGA.* IBM - $30.00

IRON CROSS — NEW

Command the Axis or Allied forces as you recreate 12 historic battles of WW2. Storm the beaches of Normandy in Omaha Beach, or attempt to route the German forces from their entrenched positions at breakout at St Lo. Each scenario is an accurate depiction of the actual battle; every detail is carefully recreated, from the town layouts and surrounding terrain to the type of units and number of airstrikes available at the time. Carefully select your armor and artillery units to ensure a clean victory or suffer utter defeat at the hand of your opponent. The game appears to be a grand tactical simulation with individual guns, squads, and tanks, with a feel much like Advanced Squad Leader. *IBM Requires: 386+, 4mb RAM, SVGA, mouse, 3.5" FDD or CD-ROM, hard disk.* IBM - $60.00

OPERATION CRUSADER — AH

Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires: *Color Mac, System 7, 5 MB RAM, hard disk, 3.5" FDD.* $99.00 *IBM Requires: 3.5" FDD or CD-ROM, hard disk, mouse, SVGA, 4mb RAM, 386+.* IBM $90.00

PANTHERS IN THE SHADOWS — HPS

Re-creates WW2 combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* $85.00

Panthers in the Shadows Map Builder Add-on Disk $15.00
Panthers in the Shadows Campaign Disk # 1 $15.00
Panthers in the Shadows Campaign Disk # 2 $15.00
Panthers in the Shadows Campaign Disk # 3 $15.00

PANZER GENERAL — SSI

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. *IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.* IBM CD-ROM $40.00

Panzer General Official Strategy Guide 360 page book. $40.00

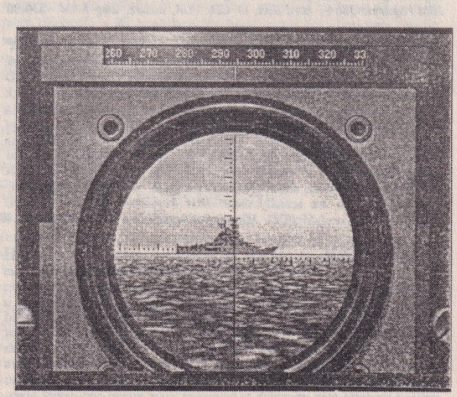
PERFECT GENERAL II — QQP

An unbeatable strategic and tactical experience with stunning graphics, intuitive interface and much improved computer AI. Feel the power as you command missions in the most exciting eras of world conflict. Airpower rules the skies, rockets crater the landscape, and tanks rumble across barren terrain as you lead your armies to victory. With 5 levels of difficulty, two player options, including modem or null modem, campaigns and single scenarios, two graphic options, new weapons, such as Elephant Super Heavy Tanks, mobile machine guns, tactical air support, MG nests, etc. A thoroughly enjoyable game! *IBM Requires: CD-ROM, 386 +, SVGA, 4 mb RAM, Microsoft mouse, hard disk.* IBM - $90.00

Perfect General II Scenario & Campaign Editor Create your own exciting and unlimited scenarios and full campaigns. IBM - $70.00

SILENT HUNTER — SSI

A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowl the shipping lines. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and a eagles eye view of tactical situation maps. *IBM Requires: CD-ROM, 4mbRAM, hard disk, mouse,*



SVGA. IBM - $50.00

STALINGRAD — AH

Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. *IBM Requires: 8 mb RAM, 386 +, VESA SVGA, hard disk, CD-ROM or 3.5" FDD.* IBM - $90.00

STEEL PANTHERS — SSI

The latest from Gary Grisby. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as any Allied or Axis nation. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibous landing craft, etc. You can play one of several set campaigns and carry your experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. *IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* IBM - $40.00

THE BIG 3 — ALL

Big 3 is a high level recreation of the European and north African theaters during WW2. An addictive and easy to understand game, each player assumes supreme command of the Aix, Allied and Soviet forces in Europe during the period from 1939 - 45. You control all the action from the strategic Rock of Gibralter to the frozen roads to Moscow. Recreate the epic battles of Tobruk and Stalingrad, open a second front on Normandy or Italy. Everything historical has been taken into account including harsh Russian winters, low morale of Italians, Rommell's tactical genius, etc. *IBM Requires: Windows 3.1, CD-ROM, VGA, hard disk, 386+.* $60.00

TIGERS ON THE PROWL — HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.* $85.00

Tigers on the Prowl Map Builder Add-on Disk $15.00
Tigers on the Prowl Campaign Disk # 1 $15.00

WAR AT SEA — QQP

Three games in one box. THE LOST ADMIRAL (you command a nation's fleet), THE GRANDEST FLEET (a grueling campaign where only one fleet can win) and WORLD WAR II (fight over the South Pacific.) *IBM Requires: 386, 4mbRAM, CDROM, hard disk.* $50.00

POST WORLD WAR II

FIFTH FLEET — AH

By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leavin you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. *IBM requires: 386+, VGA, mouse, 3.5" FDD or CD-ROM, hard disk.* $90.00

FLIGHT COMMANDER 2 — AH

Flight Commander has a scenario generator that lets you dictate opponents, level of difficulty, and time periods from the Korean War to the present and up to 2010. Choose from 5 different campaigns or use the Point and Click Battle Generator to create new scenarios. Campaigns include Vietnam, Nato Vs Warsaw Pact, Falkland Islands, and the Persian Gulf. Has 112 different aircraft from 37 different nations. You can play human vs human or human vs computer, or via E-Mail. *IBM requires: Windows 3.1, 4mb RAM, 386+, VGA, mouse, CD-ROM.* $90.00

HARPOON CLASSIC on CD-ROM — 360

Over $300 worth of software of Harpoon products, including new digitized sound drivers, enhanced user interface, air-to-air refueling, on screen command pallet, etc. This CD-ROM package includes the Harpoon game, Battleset # 1 GIUK, Battleset # 2 North Atlantic Convoy, Battleset # 3 The Mediterranean Conflict, Battleset # 4 Indian Ocean/ Persian Gulf, Designer Series I, Designer Series II, and Scenario Editor. There are total of 200 scenarios. *IBM requires: CD-COM, 1mb RAM, hard disk, mouse, 386 +.* $99.00

HARPOON II — 360

A lot of people are waiting for this anxiously. It is the ultimate contemporary naval wapfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. *IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, 3.5" FDD.* $40.00

- **BATTLESET 2 WESTPAC** 15 new scenarios in the Western Pacific involving the USA, Russia, China, Vietnam, North Korea, South Korea, Japan, Indonesia, Autralia, etc.Requires as above. $30.00
- **BATTLESET 3 COLD WAR** 15 scenarios set in the cold war era involving the United States, Russia, NATO and Eastern Block militaries as they existed prior to the fall of the Iron Curtain. Over 80 new platforms with a database adjusted for the era. *Requires as above.* $30.00
- **BATTLESET # 4 REGIONAL CONFLICTS** 15 new scenarios in the Western Pacific, involving China, USA, UK, & Japan. $30.00
- **HARPOON II DELUXE MULTIMEDIA EDITION** With two new BattleSets, Global Conflicts 2 & 3 with a total of 30 new missions; all new

graphical scenario editor, 100 new video and sound clips, a comprehensive tutorial, etc. *IBM Requires as above plus CD-ROM.* $109.00

POINT OF ATTACK HPS
Modern tactical combat in the Middle East. Graphics are extremely simple and archaic, but the game program is one of the most detailed tactical military simulations ever produced. Operates on a platoon/section level, and contains 5 historical/hypothetical scenarios, plus the ability to select your own force.Over 100 weapon systems, 11 different countries, detail is down to individual guns & tanks, etc. *IBM Requires,3.5"FDD.* $55.00
Point of Attack Map Builder Add-on Disk $15.00

TOP GUN SPE
Based on the movie. You join the Top Gun school, where you compete for the coveted Top Gun Trophy. Live action video creates the experience of a life time as you battle your way through an epic adventure set against a backdrop of burgeoning global crisis. There are over 40 missions to fly with increasing levels of difficulty. You can do two player via modem. *IBM Requires: 486/66, 8mbRAM, CDROM, SVGA, hard disk.* $99.00

USS TICONDEROGA MIN
You are in command of the USS Ticonderoga, and this game is as close as you'll get to the real thing. With its relentless command strategy and realistic role playing elements reflecting current world situations from the Middle East to the Far East, this game puts you in the heat of the action. With superb 3D graphics, advanced surveillance mechanisms, real time decisions, first person command view, 20 missions. *IBM Requires: CD-ROM, hard disk, 386 +, SVGA, Windows 3.1, 4mbRAM.* IBM - $40.00

V FOR VICTORY COMMENORATIVE COLLECTION 360
All four of the famous, stunning SVGA computer wargames that look just like a board wargame, are included on this CD: Utah Beach, Market Garden, Velikiye Luki, and Gold-Juno-Sword. All games are easy to play and historically accurate. Not bad, on one CD! *IBM Requires: 386/SX, 3mbRAM, SVGA, CD-ROM, hard disk.* IBM - $90.00

SCIENCE FICTION

ABUSE CRA
An action arcade game with stunning graphics. Military scientists have been conducting diabolical genetic experiments that have created bloodthirsty monsters. You are the only hope to prevent the mutagen from leaking out - if you can get through the grotesque monsters, solve the deadly puzzles and avoid all incoming fire. You are equipped with energy weapons, napalm bombs, jet boots, etc. *IBM Requires 486/50+, CDROM, 8mbRAM, hard disk, SVGA.* $60.00

ALIEN LEGACY SIE
A space exploration and galactic empire building game, including over 4 hours of digitized voice, a digital soundtrack that intensifies the drama of your struggle for survival, discover ancient alien artifacts that offer vital clues to your success, face natural disasters of epic proportions, your strategic decisions determine the fate of humanity.Graphics are absolutely stunning, and there is a strongly plotted storyline. You are the captain of an Earth "Ark-ship", packed with refugees fleeing from a terrible war with an alien race. You arrive at the star Beta Caeli, and must explore moons and planets to discover viable colony sites in potentially hostile environments.*IBM Requires: 386, 4mbRAM, CD-ROM, VGA.* $80.00

ALIENS MIN
This game is produced by Mindscape in conjunction with Dark Horse comics. It sounds fun, about a distant colony of 50 people that suddenly falls quiet. Your team of four men responds to a distress call, and finds an abandonned colony with deadly secrets. Graphics are also excellent when walking about the ship and colony. Your character is one of the uglist I've seen, and he's got an IQ of 6. The game starts on board the ship, with your character walking around and engaging in realistic dialogue with th other crew members. Soon a warning siren starts to sound and you realise you are close to the colony and the mission is about to begin. Includes two possible perspectives - first person, and a 3-D semi top down view. *IBM Requires: 8mbRAM, 486DX66, CD-ROM, SVGA.* IBM - $50.00

ASCENDANCY VIR
We are pleased to announce that we have landed another epic space game of galactic exploration and conquest. You must choose your species, chart your strategy, forge your destiny...it is time to depart your small homeworld. This game gives you the opportunity to explore and settle a galaxy, using research and resources, you'll design incredible ships, plot fantastic voyages on a map that uses space lanes between stars, you'll tempt fate as you explore and do battle in distant star systems. As leader of your people, you'll have at your command an impressive arsenal of futuristic weapons and technologies. You can play the game in a tiny star cluster, or play an epic of exploration of the whole universe. Stunning SVGA graphics, and comes with an inbuilt tutorial, so that you can easily learn how to play. Each planet's surface is divided into little squares, on each of these you can build structures, such as orbital docks, shipyards, etc. Ship designs and components are refreshingly original, not like Star Trek re-hacks. And you can communicate with alien races. *IBM Requires: 486/33, CD-ROM, SVGA, 8mbRAM, hard disk, mouse.* IBM - $90.00

BATTLES IN TIME QQP
A new dimension in gaming, simulating true Strategic and Tactical combat from Prehistoric times , Roman times, WW2, and 2025 AD. Warfare is not won based on any single element, it is a delicate balance of all relevant components. In this game you can maneuvre your armies as a whole, create diversions, employ the benefits of camouflaged units and control your deployment. When combat occurs on the strategic map, you zoom in to fight a battle on the tactical map. Up to 4 players can play on one machine or via modem. And no, you can't have units of different time periods fighting each other! Prehistoric allows you to control dinosaurs, include T-Rex and Raptors. *IBM Requires: 386, 4mbRAM, CDROM, VGA, hard disk.* $30.00

CHRONOMASTER INT
Written and designed by Roger Zelazny. This game will take you on a journey through man-made "Pocket Universes" full of cyborgs, pirates, and witches who provide deadly puzzles. Visit worlds where magic reigns, reality warps and plants speak words of wisdom. Watch as "Bottled Time" affects people and objects in man made universes. Stunning hi-res artwork and full motion video. *IBM Requires: 486/33, 4mbRAM, SVGA, CDROM, mouse, hard disk.* $99.00

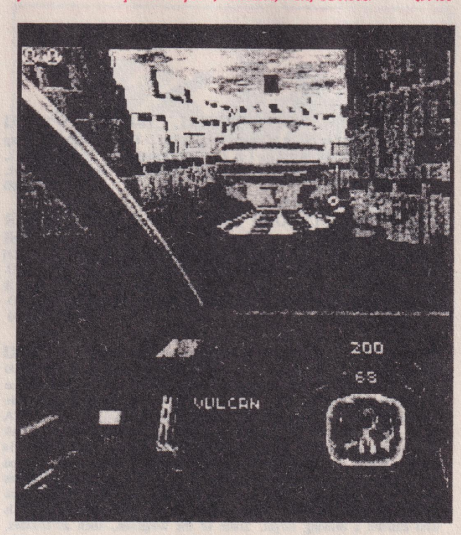
COMMAND & CONQUER WES
This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from takng over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *IBM: 486/33, CD-ROM, 8mbRAM, VGA.* $90.00
C&C: THE COVERT OPERATIONS 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *Requires as above.* $50.00

CRUSADER - NO REMORSE ORI
As a Silencer - one of the elite enforcers of the World Economic Consortium - you're supposed to be incoruptible. But if the system you serve is utterly corrupt, where does that leave you? You go over to the Resistance, the same pack you used to hunt down. Now, your former employers better watch their backs because you're coming after them with all the firepower at your command. No pity...no mercy...no remorse. Has 15 missions, 16 weapons, fully rendered SVGA graphics that look superb, you can run, jump, roll and crouch, the game is played from a semi top-down 3-D view, there is visible damage from every round fired, a variety of terrain types, refineries, labs, military bases, and a space station, you control robots, gun turrets etc! *IBM Requires: 486/66,8mbRAM, CD-ROM, SVGA, hard disk.* IBM - $90.00

DARK FORCES - STAR WARS LUC
DOOM meets Star Wars! And the result is roaring success. With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic doors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.* IBM - $90.00

DESCENT INT
Another Doom spin-off, this game is a visual experience worth undertaking. Because this time you are in a space ship - and you can fly up and down as well as forward. It contains 30 levels of the most mind bending, stomach churning action ever. With true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and great music. You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the chasm of the Post Terran Mining Corporation. Lunge straight down mine shafts, twist around never ending tunnels, and fight your way past robotic menaces in an environment thats truly 3-D. move up, down, shoot everything everywhere. Can be played 2 player via modem, or 8 player via network. *IBM Requires: 386+, 4mbRAM, hard disk, CD-ROM, SVGA.* $90.00
Descent: Levels of the World Mission Disk # 1 Over 100 new missions to fly in Descent. *Requires as above.* $50.00

DESCENT II INT
More 3D adventuring in alien robot infested mines - 30 new levels in 6 different worlds, including Fire, Ice, Water and the Alien Base. Battle 30 new robots, some that suck energy from you and track you wherever you go; there are 10 new weapons to use; up to 8 players can play over a network, you have a floodlight to light up dark tunnels; and joining you on your deadly new assignment is your loyal Guide-bot. This faithful companion rushes with you through the twists and turns of the menacing darkness, often scouting ahead to hunt down the orbs, powerups and tools you need. *IBM Requires: 486/50+, 8mbRAM, VGA, CDROM.* $99.00



The Ultimate DOOM idSoftware
A special release version of the original DOOM plus a whole new episode of 9 new levels - called The Flesh Consumed. These are expert levels that are so tough the first 27 seem like a walk in the park. *Requires: CD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* IBM - $60.00

DOOM2 Hell on Earth idSoftware
Once again *idSoftware* reveal why it is their games soar to the number one place on the charts. *Doom 2* has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in underhalls, waste tunnels, a refueling base, a huge courtyard, a castle, a citadel, chasm, adandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasties to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you *up* through windows! and my favourite, a sergeant with a chaingun, each hit knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom I*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required I save the game every few seconds, with heaps of re-loads. Oh, level 31 will give you a laugh and bring back a lot of memories. *IBM requires 386/33 or faster, hard disk, CD-ROM, VGA, 4mb RAM.* IBM - $30.00
D!ZONE Collector's Edition CD-ROM with over 900 new levels for Doom and Doom 2, with new game layouts, maps, and a doom interface. Also utilities, sounds, music and graphic add-ons. This has dozens of hours of enjoyment. *Requires as above plus CD-ROM.* $45.00
D!ZONE 2 CD-ROM with 1,000 new levels for Doom and Doom 2, including new game layouts, maps, Doom interface, utilities, sounds, music & graphic add-ons. From the interface you can change skill levels, challenge other players, select turbo, repawn, etc. *As above.* $45.00

EARTHSIEGE II SIE
Cybrid HERCs have turned upon mankind and attack the earth in one last bid for victory - its the final showdown! With earthshattering computer graphics, 50 new missions full of spectacular SVGA pyrotechnics, more HERCs, bigger HERCs, and a flying HERC! Customize the weapon loads on them to fight in your own style. Feel the rolling hills, canyons, etc. Features improved controls and cockpit interface. Instant Action makes it easy for any novice to pick up the game and play. Stunning graphics and great effects! *IBM Requires: 486+, 2X CDROM, SVGA, 8mbRAM, hard disk.* $84.00

FRONT LINES IMP
In the league of THE PERFECT GENERAL, this is tactical ground combat in the year 2020. You command lasers, hovertanks, tracked tanks, infantry, artillery, ground to surface missiles, APCs, Shuttles, and HQs. Graphics are stunning in this turn based, detailed game. You can use the provided scenario builder and unit editor to change the game as you see fit. Game play is challenging and rewarding. Very addictive! *IBM Requires: 386 +, 4mb RAM, SVGA, 3.5" 1.44 FDD, hard disk, Microsoft Compatible mouse.* $90.00

JAGGED ALLIANCE SIR
Desperately you are called to the island of Metavira by scientists Jack Richards and his lovely daughter Brenda. You hear of their plight, the Fallow Tree, its precious, medicinal sap on which countless lives depend, is under the control of the evil adn traitorous Santino. You must pick a commando force of renegade mercenaries to take the island by force. With 60 mercenaries with 60 attitudes and 60 voices, over 4,000 lines of spoken dialogue, overhead animation of your characters, no single plot line to follow, etc. *IBM Requires: CD-ROM, 4mbRAM, hard disk, 486/33 or better, mouse, VGA* IBM - $30.00

MASTER OF ORION MIC
In *Master of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighboroughing stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetology includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. *IBM Requires 386+, 2mb RAM, VGA, mouse, hard disk, CD-ROM.* IBM - $30.00
Masters of Orion/UFO Twin Pack *Requires as above + CD-ROM.* IBM - $90.00

MECHWARRIOR II ACT
About two years ago Activision recalled their almost completed game in embarrassment, and since then they have *completely* redesigned the entire game. And to my utter amazement, it is one of the most stunning games I have encountered. The opening cinnematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0, Microsoft compatible mouse.* IBM - $90.00
Mechwarrior II Expansion Pack Emerge victorious in over 12 devastating missions against incredible odds to avenge Clan Ghost Bear's damaged honor. Over 12 new battlemechs, including the Behemoth. With new weapons systems. There are ten new worlds, including underwater, snow and space. *IBM Requires as above.* $50.00

REBEL ASSAULT Star Wars LUC
The original action arcade game for CD-ROM, now re-released.You trake control of four Star Wars vehicles in a variety of challenging encounters with Imperial forces. Graphics and sound are stunning, and includes movie footage from Star Wars. *IBM Requires: 386+, 4mbRAM, VGA, CD-ROM.* IBM - $50.00

REBEL ASSAULT II Star Wars LUC
Sequel to the above. An all new live-action video-style computer game. With different difficulty levels, theatrical music, you fly X-Wings, B-Wings, speeder bikes and the Millenium Falcon, you fight Stormtroopers, TIE fighters, and a Super Star-Destroyer; you visit unexplored regions, both in deep space and on new worlds. Note: this game requires good co-ordination. If you are not seven years old, you may have a bit of difficulty. *IBM Requires: 486/50, 8mbRAM, CD-ROM.* IBM - $90.00

RED GHOST EMP
Looks a bit like *Command and Conquer*. You control 18 characters with their own personalities and kills. You have to infiltrate and destroy the Red Ghost terrorists, who have arisen from secret bases to destroy the world as we know it. You need to assess the info provided in the game, and then devise and execute a strategy to neutralise the enemy power supplies, road systems, communication networks, & radar instrallations. Capture and use enemy equipment and engage in furious hightech battles. *IBM Requires: 486/33, CD-ROM, 8mbRAM, SVGA.* IBM - $90.00

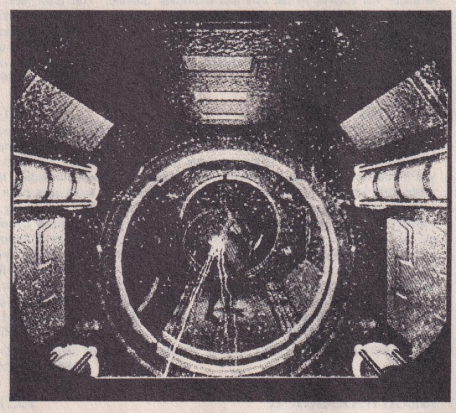
RENEGADE Battle For Jacob's Star SSI
Set in FASA's Renegade Legion universe. This is a flight simulator, not a wargame. Features SVGA graphics, 3D rendered cinematics, digitized voices, space combat from a first person viewpoint, multiple levels of difficulty, a flight simulator for practice. You command a squadron of Renegade fighters against the overwhelming Terran Overlord Government. *IBM Requires: 486/33, 4 mbRAM, SVGA, hard disk, CD-ROM.* IBM - $40.00

RISE OF THE TRIAD APO
A *Doom* copy. A maniac cult leader is preparing to bump off millions of unsuspecting people. It's your job as a member of the elite task force *Hunt* to stop him. So off you go - and if it moves - kill it. You are equipped with all manner of ordinary and hi-tech weaponry, but the cult crazies have their own weapons and magical instruments. This game is also the first to have a gore option. You can tone it down or turn it up to the max. Features 13 single player levels, 11 Comm-bat zones for modem play for 2 - 5 players, remote ridicule to taunt your opponents. *IBM Requires: 386+, 4mbRAM, CD-ROM.* IBM - $40.00

SHADOW OF THE EMPEROR **BLUE**
This is BATTLE ISLE # 3, the third game in the excellent Battle Isle series of computer wargames. A new period of aggression looks imminent, the battle for Chromos is about to begin again. You are plunged head first into a world of politics, intrigue and lust for power, and futuristic combat. In your way are the massed armies of the Drullian nationalist, Ben Haris. You must defeat him by successfully guiding your troops through a campaign of twenty fierce battles, using the engine of one player moves while the other plots his firing, and then they swap. *IBM Requires: 486/33, VGA, 8bmRAM, CD-ROM, Windows 3.11 or '95.* IBM - $90.00

SPACE HULK **ELA**
The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under ground. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. *Requires CD-ROM.* IBM - $30.00

STAR TREK Deep Space 9: Harbinger **VIA**
You are a Tirrion envoy of the elite Federation Diplomatic Corps. Joining forces with the crew of Deep Space Nine, you battle deadly unmanned drones, track down a murderer on the space station and match strategies with mysterious aliens. All in a struggle to save a Gamma Quadrant race from annihilation and prevent the station from suffering the same fate. With stunning graphics, actual voices of the cast, etc. *IBM Requires: 486/66, 8mbRAM, CDROM, SVGA, hard disk.* $9.00



STAR TREK JUDGEMENT RITES **INT**
Includes an interactive interview with both Gene Roddenberry and Leonard Nimoy; speechs of characters from the original series; the complete Star Trek Judgement Rites adventure game, a collector's pin; a behind the scenes video, and also includes the complete episodes of *Errand of Mercy* and *City on the Edge of Forever* on PAL video. *IBM Requires: 486/25, 4mbRAM, SVGA, CD-ROM.* IBM - $99.00

STAR TREK: NEXT GENERATION A Final Unity
With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* $90.00

TEKWAR **INT**
Welcome to the New LA in the future, from William Shatner's best-selling novels. In this "Doom-style" adventure, you battle corrupt Tek Lords and their minions, criminals destroying the population with Tek, a mind altering drug. Embark on hazadous, strategic missions to gather clues, unravel puzzles and interact with this virtual city. Shatner himself stars in the game, as your boss. *IBM Requires:486/50, 8mbRAM, SVGA, CD-ROM, hard disk.* IBM - $90.00

TERRANOVA Strike Force Centauri **GLA**
From the creators of System Shock comes another stunning production. Suit up in Scout, Standard or Heavy Hi-tech Powered Battle Armor depending upon your mission. Each suit is packed with state of the art firepower. Take charge of a crack unit of Strike Force commandos and embark on many different types of missions, from scouting to assaults. The environment is fully rendered 3D and looks stunning. Rain falls, lightning strikes, clouds race across alien skies. You fight across battlefields on four worlds, where in 39 scenarios you must win to suceed! *IBM Requires: Pentium 60, 2X CDROM, 8mbRAM, VESA SVGA, Microsoft Compatible mouse, 30mb Hard disk space.* $109.00

TERROR FOR THE DEEP **MIC**
Tense? Nervous? Terrified? You will be! The year is 2040 (OK, so this game should be in the sci-fi heading, but what the heck). Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the worlds oceans. You are the Commander of X-COM: the organisation commissioned to investigate the sea-based terror. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater misisons, where you lead your squad to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a big arsenal of weapons. *IBM Requires: VGA, hard disk, 3.5" FDD or CD-ROM, 386 +, 6 mbRAM.* $90.00

THE DIG **LUC**
A deep space adventure by Sean Clark in collaboration with filmmaker Steven Speilberg and George Lucas. We won't say much about this thriller set in the deeps of space, except to say that after a strange asteroid enters into orbit around the Earth, things start going wrong, and eventually leading to a group of adventurers visiting a bizzare and apparently lifeless alien world and conducting a dig, only to find that something is alive...*IBM Requires: 486/66, CD-ROM, 8mbRAM.* IBM - $90.00

THE LAST DYNASTY **SIE**
As Mel Raauq, you'll take to the stars in your own customized cockpit to defeat the dark legions of Lord Iron. Create flight strategies using an on-line map. Fight alone, or with the help of allies, as you blaze through daring space combat missions. Follow the instructions from your on-board computer to find Iron Lord's lair, a vast and forbidding space station, which you then explore as you seek to defeat him. *IBM Requires: 486/66, 8mbRAM, CD-ROM, Windows 3.1 +, SVGA.* IBM - $70.00

THE TERMINATOR - FUTURE SHOCK **BET**
Your in Los Angeles in 2015, and you are one of John Connor's soldiers fighting against Skynet. Using a Doom-like engine, you experience 3D action like never before. Run across rolling landscapes, explore ruined buildings, infiltrate Terminator outposts, drive through the wreckage of downtown LA and even capture and fly an HK hovercraft. You have 17 weapons to choose from, twenty types of terminators and other robots to fight, great storyline and mission briefings. *IBM Requires: 486/50, 8mbRAM, CDROM, SVGA, hard disk.* $99.00

TIE FIGHTER COLLECTOR'S CD-ROM **LUC**
Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick* IBM - $90.00

THE HIVE **TRI**
An action arcade game. An abandonned bioweapons production facility has been reactivaged and it is operated by genetically engineered creatures called Hivasects, who are now manufacturing a biological weapon. You are sent to the facility to battle through waves of enemy fighters, ground troops, robot weapons, and the deadly Hivasects. You must destroy the Hive. With 20 levels and stunning graphics used in game play. *IBM Requires: 486/66, 8mbRAM, CDROM, SVGA, hard disk.* $99.00

THE RAVEN PROJECT **MIN**
With absolutely georgeous graphics, this game actually includes four types of sci-fi combat: fighter verses fighter in the air, mech verses mech on the ground, surface skimming planetary combat, and fiery turret gunner action through the high-tech, pre-rendered pathways of a futuristic San Francisco. Mankind no longer rules the Earth, which has been conquered and subjugaated by an alien race. While many submit to enslavement, a small band of freedom fighters wages a guerilla war on its captors. You realise you must join them - not only to obtain your freedom, but to save mankind from extinction. *IBM 486/66, 8mbRAM, CD-ROM.* IBM - $50.00

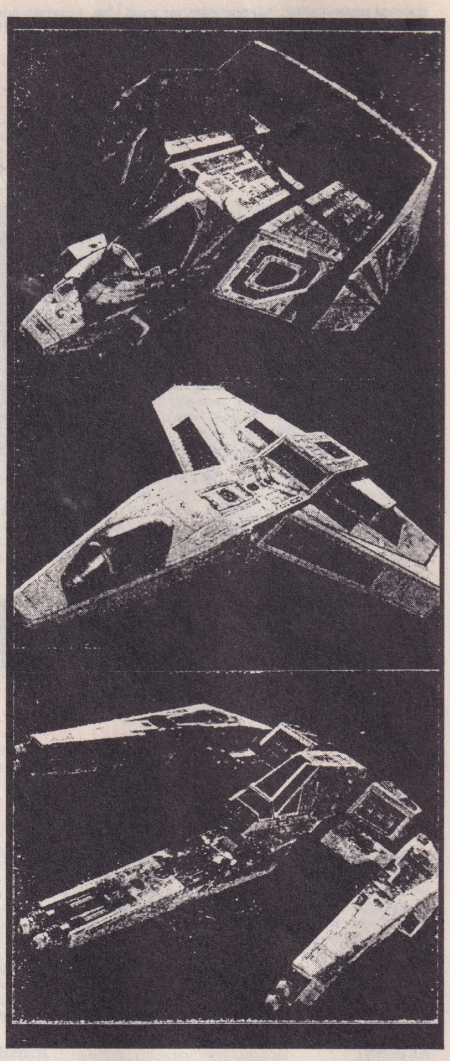
THIS MEANS WAR **MIC**
An amusing game set in post holocaust Earth. With a feel of *Command & Conquer*, the world (or what's left of it) is being ravaged by a few warped, crazy and brilliant megalomaniacs who have built up large forces of tanks, guns, and soldiers. You create your own military industrial complex, then take up arms to smash the strongholds of all who oppose who. Features real-time action PLUS a Windows interface which makes gameplay more authentic. You begin with war torn jeeps and build up to an arsenal of hover tanks, tanks, fighter aircraft, heavy infantry, marines, etc. You get to fight over the whole world. *IBM Requires: 486/66+, Windows 3.1+, CDROM, 8mbRAM, SVGA, hard disk.* $99.00

WING COMMANDER SPECIAL CD-ROM **ORI**
A special pack for Wing Commander, on CD-ROM. Contains Wing Commander I, Secret Missions 1 & 2, WIng Commander II, Speech Pack, Special Operations 1 & 2. *Requires IBM, CD-ROM, 386+, hard disk, VGA, mouse.* IBM - $30.00

WING COMMANDER PRIVATEER & STRIKER COMMANDER **SSI**
A special CD-ROM package containing the excellent shoot'em up sci-fi flight sim *Wing Commander Privateer, Speech Pack, Righteous-Fire Add-On Missions,* and the more true to life *Strike Commander, Speech Pack & Tactical Operations Add-On Missions. IBM Requires: hard disk, VGA, CD-ROM, 486+, 8mbRAM.* IBM - $35.00

WING COMMANDER III Heart of the Tiger **ORI**
Wing Commander III comes with four CD-ROM disks - thats over 2000 meg of game play and cinematics and digitised sound. Origin have outdone themselves - and every other company. I have seen nothing to compare with this game. You have the option of running the game through SVGA rather than VGA, and I recommend you do so. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew, and you can choose how you respond to them. You can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retards who can hit a moving target. Some of the wingmen, such as Hobbes, manage to nail five targets by the time I've taken out two or three. The storyline in the game depends heavily on how well you do each mission. So if you fail important missions early on, you find yourself in inferior fighters and on the defensive. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions, an excellent musical score, five types of fighters, and you play directly off the CD, as well as some hard disk installation. And once again you can fly with the mouse, rather than having to use a joystick. *IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50 +, mouse, hard disk.* $50.00

WING COMMANDER IV **ORI**
The Kilrathi war may be over, but back home nothing is the same. There's trouble in the Border Worlds. Civl War seems imminent. You have to decide how to save the confederation - or if it should be saved at all! Who is the Conderation traitor, and what is his purpose? With improved cinematic techniques and photo-realistic graphics with a story of intrigue, betrayal and death. Includes Mark Hamill, interactive plot, greater control of missions and drama, 50 missions, all new fighters, new weapons, new characters as well as old character, etc. *IBM Requires: 8mbRAM, hard disk, CD-ROM, 486/75+, SVGA, mouse.* $100.00
WCIV Official Guide Book Detailed maps and explanations of all missions, mission flow-chart, 48 pages of photos from the full motion video, combat tactics, personnel details, etc. $30.00



X-WING COLLECTOR's CD-ROM **LUC**
The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA.* $90.00

FANTASY

ANVIL OF DAWN **NEW**
You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic, and wits you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. *IBM Requires: 486/33, 4mbRAM, VGA, hard disk.* IBM - $80.00

ARENA - Deluxe Edition **BET**
Oh wow! This deluxe version of Arena not only includes the complete Arena game (as described in previous catalogs) but also has the 'Codex Scientia' hint book - and wait for it - an 'Empire of Tamriel ' mouse pad! Oh please, hold me back! The game is a huge fantasy game of exploration and slugfesting, with a Doom style interface and cinematic storyline. *IBM Requires: 386, 4mbRAM, VGA, hard disk, CD-ROM.* IBM - $90.00

BETRAYAL AT KRONDOR **DYN**
Dynamix has combined with Raymond E Fiest, the author of the Riftwar Saga *(Magician),* to create a revoluntionary fantasy RPG experience, with a new storyline from Raymond E Fiest. Features digitised actors and scenery, an innovative storytelling system that divides the game into 9 unique chapters totalling 100+ hours of game play; 224 million square feet of forested trails, snow covered mountain ranges, maze like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. *IBM Requires: 386+, CD-ROM, VGA, 4mbRAM, Windows.* IBM - $50.00

BLOOD BOWL **MIC**
The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive "Sky-Eye" Blimp cam, single or two player competition, head to head modem play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nutso on this game. *IBM Requires: 486+, 4mbRAM, VGA, hard disk, CD-ROM.* $70.00

CAMPAIGN CARTOGRAPHER **PRO**
Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers,

battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. *IBM Reqs: hard disk, 3.5" FDD, VGA, mouse, 486+.* $129.00

DUNGEON DESIGNER An add-on for *CC*. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. *Requires as above.* IBM - $50.00

CITY DESIGNER Add-on for CC.The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. *Requires as above.* $67.00

CC-FONTS A collection of 28 carefully crafted text and symbol fonts for CC that will enhance the style of your maps. Includes Gothic & Cyrilic fonts, Astrological, Modern Mapping and Meteorological symbols. $30.00

CHRONICLES OF THE SWORD — PSY

Take a solemn oath to serve king, God and country. Embark on a valiant journey from Camelot to Lyonesse, and aid the struggle of virtue against malignant sorcery, in a legendary tale of magic, mystery and murder. This adventure is based on the Legends of King Arther, with stunning graphics and 3D characters, 100 historically accurate English locations. *IBM Requires: 486/66, CDROM, 4mbRAM, SVGA, mouse.* $99.00

CRITICS CHOICE — MET

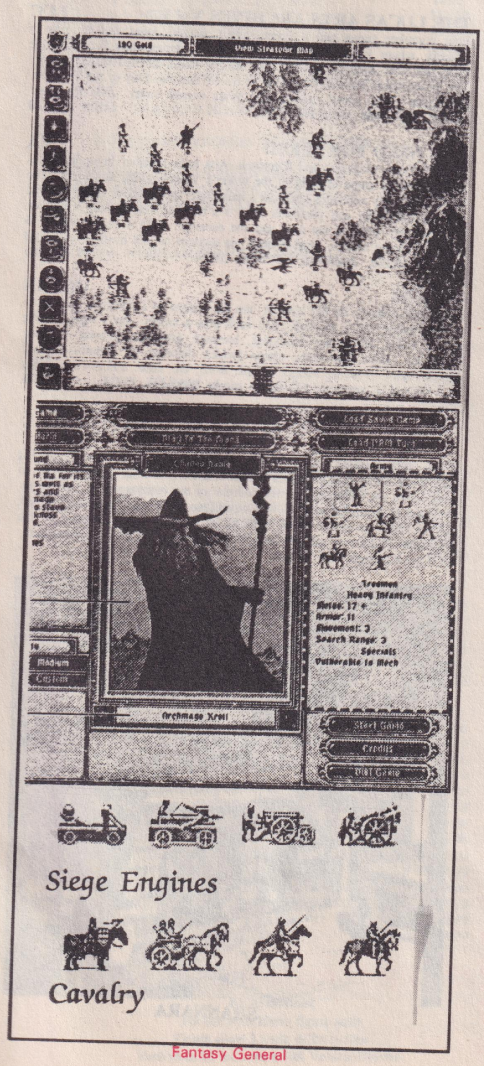
With 5 great fantasy strategy games. *Archon Ultra*, a fantasy game of chess where arcade action resolves the battles between pieces, *Ultimate Domain*, an ancient or medieval versio of *Populous*, *Dark Legions*, which is a huge punch up between a host of fantasy besties (a bit like *Streetfighter* in AD&D world), *Serf City*, a mesmerizing little game of building a medieval empire, and *Chessmaster 3000*. Ok, so that one's not fantasy, but as the other 4 are, I thought the fantasy section was the place to put them. *IBM Requires: CD-ROM, 386+, hard disk, VGA, 4mbRAM.* $30.00

DEATH GATE — LEG

Based on the novels by Margaret Weis and Tracy Hickman. Long ago after centuries of war, the Sartan Race smashed the World Seal and sundered the Earth into separate magical realms, each sealed from the other by the powerful Death Gate. Magic was corrupted, knowledge lost, and common humanity forgotten. The defeated Patryns, trapped in the nightmarish prison realm of the Labyrinth, became twisted with hatred and plotted revenge. Born in this savage land, you escape and undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. *IBM Requires: CD-ROM, 386+, 4mbRAM, mouse, VGA.* $50.00

DISCWORLD — TWG

By Terry Pratchett (also did the Purple Tenticle game, I guess). An extremely cute and loveable fantasy adventure. Its a world with a dragon ravaging a city, where only a hero can save it. But the only hero around is Rincewind the wizard, whose only talent is that he's not dead yet. He also has The Luggage, the nastiest piece of travelware in the Universe. With that by his side, there's no limit to the things he can't do. Except that the wizard is really you. Discworld is a fantasy world with a low reality threshold. The real world keeps on breaking through- but Discworld changes it. So in the world you'll find some things that you sort of recognise. With many tiny subplots interwoven into the big plot. *IBM Requires: 386+, CD-ROM, 4mbRAM, VGA.* $90.00



Fantasy General

DRUID — SIR

Immerse yourself in a strange culture full of mystery, magic and deception. All is not what it seems in this bizarre alien world. Who is friend…who is foe? What has happened to the missing druid? What are the strange scientists doing? Which path is safe to choose? With gorgeous SVGA graphics, over 100 fully rendered 3D locations to explore, seamless animations of creatures & characters, carefully crafted story full of twists and turns, etc. *IBM Requires, 486/33, CD-ROM, 4mbRAM,SVGA.* $70.00

DUNGEON MASTER II — INT

Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. *IBM Requires: 386+, 4mbRAM, hard disk, CD-ROM, VGA.* $90.00

FANTASY GENERAL — SSI

Ooh, ooh! Damn! I wish I had 8meg of RAM. This would be the next game to grace my computer. This game looks magnificent. It is a fantasy wargame using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, treemen, elementals; light infantry such as skeletons, auxilia, javelinmen, ratmen; cavalry include lancers, centaur knights, unicorns, cataphractoi; sky hunters such as eagle and griffon riders, wyverns, dragons; bombardiers such as Balloons, dragon riders, Zeppelins; siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. *IBM Requires: 386/40+, 8mbRAM, VESA SVGA,CDROM, hard disk, mouse.* $50.00

FRANKENSTEIN Through the Eyes of the Monster — INT

Tim Curry of the Rocky Horror Picture Show stars in this classic monster tale reborn with a wicked twist…you are the monster. From your first waking thoughts, to the crazed ranting of your creator, you will see, hear and experience an adventure like nothing before. Move freely through an amazingly realistic world. Search books and notes for clues to your past. *IBM Requires: 486/33, 8mbRAM, CD-ROM, Windows.* IBM - $99.00

HEROES OF MIGHT AND MAGIC — NEW

Conquer the worlds of Might ang Magic. The realms of Might and Magic are expanding. New lands have been discovered and you must rise tothe challenge of conquering them. Beware for many warlords have risen to test your leadership and tactics. You must carefully manage all the resources at your disposal or you will surely be defeated. With SVGA graphics, multiple worlds to explore and conquer, customized computer opponents, over two dozen monster types, unlimited replay, etc. *IBM Requires: 486/33, 8mbRAM, CD, SVGA.* IBM - $80.00

HEROES OF M&M Windows '95 *Requires Win'95.* $80.00

HEROES OF M&M Official Strategy Guide Book $45.00

HEXEN - Beyond Heretic — idSoftware

The sequel to the extremely successful and popular game Heretic. With tons of stunning new graphic, world details, and beasties. The story background is that while you were battling the evil forces of D'Sparil, the other Serpent Raiders were busy sowing the seeds of destruction in other dimensions. One such dimension is the decaying world where Hexen takes place. A world littered with the mangled corpes of unbelievers and inhabited by the undead followers that excuted them. Only three humans, a warrior, a mage, and a cleric have escaped the leaders' wicious (oops - vicious) spell. Now these three brave (or stupid) souls have sworn to crush the evil regime that threatens to destroy the world for ever. Separated upon entering the mystical portal, the three are forced to attempt on their own what they had hoped to do together: find Korax's stronghold, destroy him, and restore order in the physical world. With wild superhuman powers, lethal weapons, you can run and fly, you go through earthquakes, crumbling bridges, and fog. You track down powerful artifacts and cast wicked spells (one turns your opponents into pigs!), and you can play via modem or network. *IBM Requires: 486/33, 8mbRAM, CD-ROM.* $60.00

KING'S QUEST VII — SIE

Amazing animation and an incredible soundtrack surround this engagin story, as you play two separate characters in six alternating chapters. Travel through a series of remarkable worlds, from a dark land belowground to a mysterious land in the clouds. Every turn yields both secrets and salvation, and every mystery solved brings you closer to the fiery confrontation that determines the fate of an entire kingdom. *IBM Requires: 486, CD-ROM, 8mbRAM, hard disk.* IBM - $50.00

KINGDOM AT WAR — MAN

Civil war rages across a kingdom desperate for one strong king to unite the land. From your castle you must conquer or be conquered as armies clash, towns are taken and castles besieged. You must be master of both strategy and tactics to win control of new lands as well as defend and maintain those already captured. This is a world of swords and sorcery for up to six players. Includes elves, dwarves, and other fantastic creatures as well as man. *IBM Requires: 386+, 3mbRAM, CDROM, hard disk, VGA.* $67.50

KNIGHT'S CHASE — INF

Explore the eerie museum of the Middle Ages. Dodge the deadly blows of the grim Black Knights. Rescue your fiancee Juliette from the claws of the Inquisition. Back through time, clash with Wolfram, the lord of the dark forces. But take care! To return to 1995, only one path exists - the time gate. Real time 3D characters, more than 300 settings and 50 characters, adjustable difficulty level, etc. *IBM Requires: 486/33, 8mbRAM,VGA, hard disk, CDROM.* $90.00

MAGIC CARPET II — BUL

You're flying just feet above real landscapes. There's a dragon in front of you, killer crabs behind and some guy on a another carpet cutting you to ribbons. Bullfrog's latest epic is a thrilling fight to the death; a highly original blend of non-stop arcade action and strategy. A new real time landscaping engine combines exquisite graphics, awesome gameplay and one of the fastest flying experiences ever seen on a PC. Can be played with one player, or 2 - 8 players via a network. There are 50 missions, awesome arcade action, over 20 magic spells, etc. (This version includes *The Hidden Worlds - Add on mission with a new ice age. All spells have been upgraded in power. Plus there's a new Homing Meteor that always hits its target. You'll need it. There are 35 new worlds, 25 single player, and 10 multi-player. The bees are angrier, wyverns more wicked, and more powerful wizards.) IBM requires: 486+, 4mb RAM, VGA, CD-ROM, Microsoft or compatible Mouse.* IBM - $90.00

Magic Carpet 1&2 Official Player's Guide 316 page book. $30.00

MASTER OF MAGIC — MIC

This game could well be the game of the year. Its basically a fantasy version of *Master or Orion*, that is, a detailed, good fun fantasy empire building game. (Called 4-X by some - eXplore, eXpand, eXploit and eXterminate). The game also includes an alternate plane of a darkner nature where six races and some new resource types reside. You travel between the planes via a spell or two wizards towers on the map. Developing cities is similar to *Civilization*, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spells, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by *Magic the Gathering* too. Up to eight units can stack together to form a combat unit. *IBM requires: 386+, 2mb RAM, 3.5" FDD or CD-ROM, VGA, mouse, hard disk.* $90.00

MIGHT & MAGIC TRILOGY — NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* $50.00

MYST — BRO

Journey in this game to an island world surrealisttically tinged with mystery…where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. IBM requires: 386/33 +, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. IBM - $90.00

NOCTROPOLIS — FLA

For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and a mad doctor, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darksheer, and your enemies are a vampire Succubus, Tophat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things of the underworld. IBM requires: 386DX33 +, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. IBM - $25.00 **Noctropolis Clue Book $25.00**

PHANTASMAGORIA — SIE

For ages 17 + only, containing adult themes (and banned from being sold in some states.). The game features a frighteningly believable, ominous adventure. What begins as a dream soon becomes a nightmare. Horror unfolds in taut gripping chapters filling 7 CDs. Built-in hint option moves you quickly through dazzling 3-D rendered scenes. Lush realism and a haunting soundtrack create a nightmare you won't forget. *IBM Requires: Windows 3.1, CD-ROM, 486, SVGA, hard disk, 4mbRAM.* $90.00

SHANNARA — LEG

Written as a sequel to *The Sword of Shannara*. Brona, the ancient Warlock King, has returned. Now only the combined magic of the races can stop him. You play Jak Ohmsford, but the price you must pay to save your homeland is much higher than you imagined. With more than 30 actors, great 3D morphs and animations, evil monsters to battle. *IBM Requires: 486/33, 4mbRAM,CD-ROM, SVGA.* IBM - $80.00

SHIVERS — SIE

Experience spine-tingling first person adventure as you explore a deserted museum. Unravel a mysterious storyline full of twists and turns. Witness ghostly live-action video sequences. Explore a world full of bizarre 3D imagery. Roam at will throughout the museum - the story is non-linear. Each time you play the locations of items vary, and the puzzles can change too. *IBM Requires: CD-ROM, 486/33, 8mbRAM, SVGA, Windows.*$65.00

STONEKEEP — INT

Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers, and subterranean realms of faeries, magic and the living dead. You'll discover a world where darkenss reigns and where you become part of a detailed storyline that unfolds to your comands. Defeat Evil, reclaim your immortal soul and experience the adventure. *IBM: 486/33,CD-ROM,8mbRAM,VGA,hard disk.* $90.00

THE 11th HOUR — INT

In the 70 desolate years since the horrifying murders chronicled in *The 7th Guest*, the town of Harley has been ominously silent. Only when journalist Robin Morales vanishes while investigating the rotting abandoned mansion of legendary toy maker Henry Stauf, do events resurrect the malignant past. As Robin's colleague and lover, Carl Denning, you come to the ravaged estate to find her. What you uncover in its decaying chambers embroils the entire town in a deadly legacy of madness. *IBM requires: 486/66, 8mbRAM, CD-ROM, SVGA.* IBM - $90.00

THE BEAST WITHIN — SIE

Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murdesr throught to be the work of werewolves. Gabriel confronts his own demons while Grace traces an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. *IBM: CD-ROM, 486, 8mbRAM, SVGA.* $90.00

THE DARK EYE — TIM

A role playing adventure game set in a haunting nightmare world of murder and malevolence. Players are challenged to unlock their fates within a twisted labyrinth populated by dozens of characters and channeled by plots and points of view inspired by the works of Edgar Allan Poe. The incredible 3D animated realm features hundreds of views in four separate story worlds. Explore the minds of murderers, madmen, and their terrified victims as another layer of suspence is revealed. *IBM Requires: Windows 3.1+, 486/33+, CDROM, 8mbRAM, SVGA.* $90.00

THUNDERSCAPE — SSI

SSI's all new world of Aden, a big, brawny and boisterous realm. Driven by mechamagic, the crude but effective marriage of steam-age technology and powerful sorcerery, Aden is a huge world of unbridled imagination and limitless possibilities. The game is set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across battered lands to battle these vile hordes. Twenty different levels including catacombs, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, & the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. *IBM Requires: CD-ROM, 8mbRAM, hard disk, VGA, mouse.* IBM - $40.00

ENTOMORPH A complete stand alone game, but the 2nd in the Thunderscape world. A malevolent plague is staining the land with its horrible offspring. You start off in the city of Kyan, and feel that you have caught this plague that turns every living thing into an insect. You have to

find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. *IBM Requires: Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk.* IBM - $40.00

ULTIMA VIII: Pagan ORI
TIme and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. Requires: 3.5" FDD, 386DX33 or better, hard disk, VGA. IBM - $25.00
♦ **ULTIMA VIII on CD-ROM with Speech Pack** IBM - $50.00

WARCRAFT II Tides of Darkness BLI
Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues, Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* IBM - $90.00

WARLORDS II SSG
For 1 - 8 players, any of which can be computer controlled. Computer intelligence is good. An amusing option when playing against computer opponents is *I am the Greatest*, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is unlimited random maps. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the players - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Heroes still romp around the map looking for talismans and allies. to stop them!) The game contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. *Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM.*
IBM - $75.00 MAC - $80.00
Warlords II Official Strategy Guide 316 pages. $40.00
WARLORDS II DELUXE As above, but also including brilliant SVGA graphics, superb sound, and 60 created worlds to fight over, as well as infinite random worlds, plus the scenario builder (as listed below) to let you create your own worlds. Up to eight players can battle for world supremacy in the unrestricted warfare of networkplay, or you can play via modem or e-mail. Scenarios include complete detailed castles to fight in, ancient, Napoleonic, etc. *IBM Requires: CD-ROM, 4mbRAM, 386+, VESA SVGA.* IBM - $90.00

WARLORDS II SCENARIO BUILDER SSG
With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit anyof the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! Requires: IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse. IBM - $63.00

WARHAMMER Shadow of the Horned Rat MIN
Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. Being a Windows '95 only game, you can also resize any of the screens, and therefore have the battlescreen fill the whole screen. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Regiments gain experience if they actually score kills in a battle and then survive. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. Battle Magic is included, as is the usual Warhammer Psychology rules, etc. Looks great! *IBM Requires: Windows '95, 486/66, 8mbRAM, SVGA.* $50.00

WITCHAVEN INT
A Doom-style fantasy game. You descend into a dark and gruesome nightmare. You alone must face evil as you journey deep within the volcanic pit of the Island of Char, toward the mystical lair of Witchaven. Confront witches that have cast a shadow of evil spells shrouding you in never ending darkness. Make use of your magic, might and mind as you engage in bloody warfare with vile demons and monsters. Use medieval weapons to destroy these creatures of the night and cease the chaos. You can duck, jump, fly, run and walk. There are tunnels, crypts, lava pits, and secret chambers. *IBM Requires: 486/33, CD-ROM, 8bmRAM.* $50.00

Advanced Dungeons & Dragons

AD&D COLLECTORS EDITION SSI
SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance, Curse of the Azure Bonds, Secret of the Silver Blades* and *Pools of Darkness;* (Dragonlance) *Champions of Krynn, Death Knights of Krynn,* and *The Dark Queen of Krynn;* and (Savage Frontier) *Gateway to the Savage Frontier,* and *Treasures of the Savage Frontier.* You can transfer characters from one game to the next within each epic. *IBM Requires: 2mbRAM, CD-ROM, EGA/VGA, hard disk.* IBM - $60.00

AD&D EYE OF THE BEHOLDER TRILOGY SSI
The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB#1 you experience the AD&D world like never before; in EOB#2 the bigger adventure includes a forest, temple, catacomb and three huge towers; in EOB#3 you are transported to the ruined city of Myth Drannor. *IBM: CD-ROM.* $60.00

AD&D MASTERPIECE COLLECTION SSI
Another game with 4 CDs and six of the biggest and best AD&D computer games. You'll immerse yourself in the AD&D world for endless hours. Includes *Dark Sun Shattered Lands,* its sequel *Dark Sun Wake of the Ravager, Ravenloft Strahd's Possession,* the sequel *Ravenloft Stone Prophet, Forgotten Realms Menzoberranzan,* and lastly *Al-Qadim Genie's Curse.* Now that's good value! *IBM Requires: 386/40, CD-ROM, 4mbRAM, hard disk, VGA.* IBM - $60.00

AD&D ULTIMATE FANTASY SSI
FIve popular AD&D games all in one package - on 5 CDs. They are *Dark Sun Shattered Lands, Fantasy Empires* (an empire building conquest game of AD&D), *Dungeon Hack* (with a random dungeon generator), *Stronghold* (a cute game that is like a cross between Simcity and Populous), and *Unlimited Adventures* (where you design your own RPG adventures on computer.) *IBM: 386, CD-ROM, 2mbRAM.* IBM - $60.00

MISCELLANEOUS

ALONE IN THE DARK TRILOGY INF
All three games of Alone in the Dark, where you play the Supernatural Private Eye Edward Carnby and solve his macabre investigations. You must remove evil from a haunted house, save an 8 year old girl from voodoo kidnappers, and solve the mystery of a haunted ghost town. An arcade adventure game with 3D real time animation, 3D characters and objects, etc. *IBM Requires: 386/33, 4mbRAM, CDROM.* $80.00

AWARD WINNERS PLANTINUM EDITION MET
Three very popular games all put together on the one CD. *Frontier Elite II,* where you play the role of a space trader dealing in all sorts of goodies, legal or not, with stunning graphics and once bitten, you play the game for days, nights or months. Also *Civilization,* the famous game where you start off 4000 BC with one tribe and try to take it all the way through til the current era. This game will also keep you up until all hours in the morning. And lastly, *Lemmings,* a modern day classic, a massive and truly mindboggling game of multiple skill levels. Totally addictive and easy to control yet it will have you pulling out your hair in frustration. *IBM Requires: CD-ROM, 386+, VGA.* IBM - $45.00

BULLFROG PAK BUL
Six CDs are in this game, giving you six titles from Europe's # 1 computer developer. Includes *Theme Park,* where you design and build the greatest amusement park in the world; *Populous,* a cute game of epic proportions where you play the part of a god, leading your faithful followers through world after world, guiding them to build, populate, and conquer; *Populous II,* similar to # 1, but this time you fight against the Greek gods, each with their own powers and strengths, etc; *Powermonger,* in similar style to Populous, except this time its set in WW1; *Syndicate,* see description in the Sci-Fi Section; and lastly a *Magic Carpet Demo. IBM Requires: CD-ROM, hard disk, 4mbRAM, VGA, 386+, mouse.* IBM - $60.00

CRICKET '96 EA
The most realistic cricket game to hit the PC. 4 different types of games, including fast, matches, test matches and the world challenge. There are full motion video pop-up windows that highlight all the action. Humorous dialogue from the commentators take you through every game. You can setup your own team, including field layout. You can save the game at any time, and up to three can play. You choose what sort of hit your batsman makes, how to bowl each ball, whether your batsman runs or not, etc. *IBM Requires 486/33, CD-ROM, 8mbRAM, hard disk.* IBM - $90.00

DEMOLITION DERBY PSY
With no rules, no limits, no pit stopping, anything goes in this collision course of crumple zones, hit and run mayhem, and street level slamming where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Take on the rigours of a full Championship season and pit your wits aginst a motley crew of psycho-waster racers such as the Suicide Squaddies, Skum and The Optician as you storm up the rankings from Rookie to Pro. Can be played two player with a serial link. *IBM Requires: VGA, 8mbRAM, 486, CD-ROM.* $90.00

HOYLE'S CLASSIC GAMES SIE
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Bakgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. *IBM Requires: Windows, 486/33, 8mbRAM, SVGA, CD-ROM.* IBM - $90.00

MEGAPAK 5 MEG
Contains 10 of the best selling and best known PC action, adventure, and strategy games. (All recent ones too.) They are *Terminal Velocity, Flight Unlimited, Primal Rage, Pinball Fantasies, Jagged Alliance, FX-Fighter, Warlords II Deluxe, Great Naval Battles IV, Pool Champion,* and *Entomorph. IBM Requires: 486/66, CDROM, 8mbRAM, etc.* $84.00

POLICE QUEST: SWAT SIE
You have joined the most elite force in crime fighting history: SWAT, the Special Weapons And Tactics team founded by former LAPD Chief Daryl F. Gates. Now you can experience this renlentless adrenaline-pumping action firsthand as you eing your training as a SWAT officer. After instruction in actual SWAT tactics and target training sessions your skills will be called into action in multiple scenarios and career-advancing missions. With lots of digitised footage of real actors. *IBM Requires: 486/33, 8mbRAM, SVGA, CD-ROM.* IBM - $90.00

POWER, CORRUPTION & LIES MIC
Four complete games in one box. They are DUNE II (strategy based empire building), BENEATH A STEEL SKY (SF thriller where your character tries to uncover secrets and lies), FLEET DEFENDER (modern flight sim) and UFO (bit like X-Files). *IBM Requires: 386, 4mbRAM, VGA, CDROM, Dos 5.0, hard disk.* $90.00

RIPPER GAM
Jack the Ripper is back. The year is 2040. A vkcious serial killer stalks the seedy, cybertech streets of New York, disembowling his victims and vanishing without a trace. It is up to you to find him. Features 6 CDs, 3 hours of full motion video, 4 different endings, great music, 1st person perspective, lots of interactive puzzles and combat, a cast of Hollywood actors. *IBM Requires: 486/50+, CDROM, VESA SVGA, hard disk, 8mbRAM, mouse.* $90.00

SID MEIER'S CLASSIC COLLECTION MIC
Weighing as much as a brick, this collection includes *Civilization, Colonization, Railroad Tycoon Deluxe* (19th Century Railroad building), and *Pirates! Gold* (a swashbuckling adventure set in the 17th century Spanish Main.) *IBM Requires: CD-ROM, 386, 4mbRAM.* IBM - $99.00

SIMISLE MAX
You're the king of the rainforest. So what are you going to do? You'd better decide fast because there are miners, poachers, petrochemical companies, endangered species, tourists, polluters, ecologists, natural disasters and even UFOs, all vying for your attention - and for your resources. With teams of agents at your command, you'll embark on missions to determine the fate of a series of island rainforests. *IBM Requires 486/33, CD-ROM, 8mbRAM, SVGA.* $60.00

SIMCITY 2000 CD Collection MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - $90.00
S!ZONE Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. $45.00

SIMTOWER MAX
A cute "Sim" game in which you are responsible for building and developing one skyscraper, or tower. You start by building a small office complex-a lobby, a few offices and a cafe. expand by adding more floors, more offices, and elevators. Then diversify to hotel rooms, shops, theaters, restaurants, condos, etc. To succeed you'll need to keep your customers happy. *IBM: 386, CD-ROM, Windows 3.1+, 4mbRAM.* $99.00

THE DAME WAS LOADED BEAM
Dames are trouble, but trouble is your business. For a dame, and maybe a hundred bucks in advance, you'd lose a few teeth and a few friends. For sweet Carol Klein, you might even stand in front of a gun or two. In a sleazy world of corrupt officials, stolen diamonds, lust and murder, you must solve the case to stay alive. You're a PI in the 1940s. There are 30 characters in a deviously twisting, non-linear plot, with incredible full screen video- action at point blank range, with 9 gripping climaxes...dependent on your actions. This game was written and filmed with live actors right here in Melbourne. *IBM Requires: 486/33, 8mbRAM, CD-ROM, hard disk, SVGA.* IBM - $90.00

THE ESSENTIAL SELECTION: BUSINESS EA
With two business games in the one package. *Transport Tycoon* where you enter a vast, randomly generated world of towns and raw materials, where you attempt to establish a vast empire of stations, airports, docks, rail, air, road, and ship networks. And *ThemePark,* where you attempt to build a themepark that will beat all of its competitors in attracking the public. *IBM Requires: 486, 4mbRAM, SVGA, CD-ROM.* IBM - $75.00

THE LUCAS ARTS ARCHIVES Vol I LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis,* where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road,* twisted comic humor, *Star Wars Rebel Assault,* described in the SF section, *Day of the Tentacle,* a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* IBM - $60.00

THE NEED FOR SPEED EA
Road & Track magazine and Electronic Arts have together brought us this realistic racing game in eight of the world's most exciting supercars. The game accurately simulates each car's handling, acceleration, body roll and lateral-g capability and performs likes it's real-life counterpart. Graphics are stunning, both of the cars and the scenery. With 4 racing views, 6 tracks, 4 racing modes, head-to-head via modem or null modem, etc! *IBM Requires: 486/66, 8mbRAM, CD-ROM, SVGA.* IBM - $90.00

WORMS OCEAN
This game looks to be like a shoot 'em up version of *Lemmings.* For up to sixteen players on a network, you each play a worm, that's right, a little garden worm, armed with bazookas, bananas, grenades, homing missiles, Shotguns, uzis, landmines, sheep (which detonate on command), and escape routes including bungee jumps, drills, etc. *IBM: it doesn't say! But as it has a CD, you need CD-ROM, maybe 8mbRAM, SVGA.* $70.00

FAULTY PROGRAMS

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

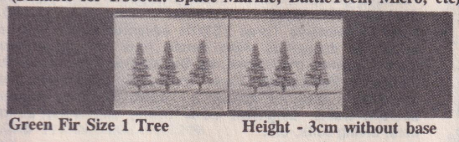
SHANNARA

K&M MODEL TREES

The Trees Used By Games Workshop

Green Deciduous Size 1 Tree **Height - 3cm without base**

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)

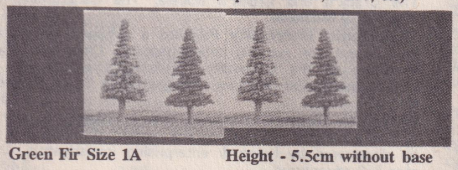


Green Fir Size 1 Tree **Height - 3cm without base**

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)

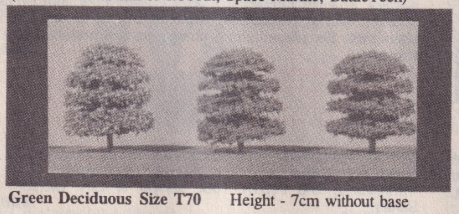
Green Deciduous Size 1A **Height - 5cm without base**
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



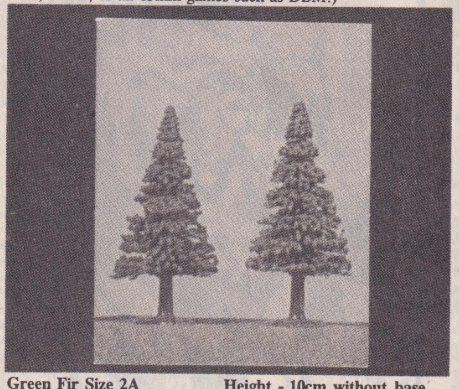
Green Fir Size 1A **Height - 5.5cm without base**
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, BattleTech)



Green Deciduous Size T70 **Height - 7cm without base**
Height - 9cm with base

$2.95 each unbased or $66.00 for a box of 25 unbased
$3.45 each based or $77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



Green Fir Size 2A **Height - 10cm without base**
Height - 12cm with base

$3.50 each unbased or $63.00 for a box of 20 unbased
$4.00 each based or $72.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)

Green Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

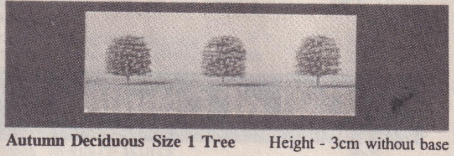
$4.50 each unbased or $81.00 for a box of 20 unbased
$5.00 each based or $90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)

Small Green Hedge **Size - 15.5cm long by 1.6cm long**

$2.95 each or $53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy, etc, or as small hedge for 25mm, eg, Warhammer Fantasy, WW2)

Large Green Hedge **Size - 18cm long by 2cm high**

$4.50 each or $81.00 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War Two, US Civil War.)



Autumn Deciduous Size 1 Tree Height - 3cm without base

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)

Autumn Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)

Autumn Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

$2.95 each unbased or $66.00 for a box of 25 unbased
$3.45 each based or $77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)

Autumn Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

$4.50 each unbased or $81.00 for a box of 20 unbased
$5.00 each based or $90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)

K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

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K&MSHA4	Dark Olive Green Flock	$3.95
K&MSHA7	Dark Green Flock	$3.95
K&MSHA9	Dark Brown Flock	$3.95
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Roleplaying Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

☺ Look - bigger text throughout RPG section!

Aria

FANTASY A myth generation system that develops characters, cultures, myths and legends. **By Last Unicorn Games.**

ARIA RPG Aria, Canticle of the Monomyth, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages ! ! there are two sections in the book. Myth Creation with guidelines for creating mythic species, races, and cultures; and Persona Creation, providing a comprehensive outline for methodical Persona generation. $45.00

Aria Worlds This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. $40.00

ARS MAGICA

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. **Atlas Games have taken over development and production of Aras Magica.**

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. $55.00

Deadly Legacy Characters of a young Spring Covenant are thrust into an adventure that pits players against warring nobles, the Church, & foes beyond the mortal realm. $24.00

Faeries Revised Ed There is a world that underlies Mythic Europe, a world of perfect beauty, living light, and dark horror - the world of the faeries. With legends and stories of mortals' dealings with faeries, faerie races and creatures, scenario ideas, etc. $34.00

Houses of Hermes Here you will find mysterious philosophers whose wisdom is etched in their skin, wizards with a faerie lineage, shapechangers preserving traditions, etc. $34.00

Lion of the North The Loch Leglean Tribunal. Combines rich historical detail with colorful mythic material on medieval Scotland, a land where the Dominion is left behind and rumors hint of a dire threat to the Order itself. $30.00

Medieval Bestiary Beasts of legend & the mundane world, over 100 in all, each with a complete story concept. $30.00

Medieval Handbook A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society and culture of the Middle Ages. It follows the monks journey through Europe, and details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. $40.00

Mistridge Offers extensive detail about Mythic Europes Val du Bosque and allows players to create their own characters or assume the roles of powerful wizards who have lorded over the Covenent. $24.00

Mythic Europe The official setting of Ars Magica. Describes every facet of these harsh medieval times from Church intrigue to the machinations of petty kings. Mythic Europe is the world in which you must persevere and survive, or falter and perish. $35.00

Parma Fabula GM screen & mini adventure. $20.00

Pax Dei The Infernal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. $35.00

Tribunals of Iberia Provides extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 illustrated pages, including maps. $22.00

Tribunals of Rome Extensive background on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - & utterly damned. Powers of darkness rule, & mortals & mages fight amongst themselves shamelessly. 126 pages profusely illustrated. $25.00

The Wizard's Grimoire The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Magus characters. $35.00

Castle Falkenstein

FANTASY A fantasy role playing game featuring dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo,etc. **By RTG.**

CASTLE FALKENSTEIN From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the dealy game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own. a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. *Softcover.* $55.00
Hardcover $65.00

Comme Il Faut: A Host's Guide to CF Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Socerery, Alternate Rules & Clarifications, costuming, etc. $34.00

Steam Age The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automotives, steam automatons, etc. etc. 104 pages. $27.00

Sixguns & Sorcerery If you though New Europa was larger than life, take a look at America. This is the USA sourcebook. Due Nov. $30.00

The Book of Sigils: Sorcerous Orders The inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. $30.00

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. $30.00

The Unexpurgated Memoirs of Auberon Faerie Learn the secrets of the mysterious Faerie and the lands beyond the Veil. Due Nov. $28.00

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $45.00

1990s HANDBOOK A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. $26.00

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $40.00

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. $40.00

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. $40.00

Cairo Guidebook The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. $34.00

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Encyclopedia Cthulhiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. $22.00

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SF HORROR Very clearly inspired by the X-Files television series. **By New Millenium Entertainment.**

CONSPIRACY X RPG Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. $50.00

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COSMIC ENFORCERS RPG By Myrmidon Press, who brought us Rifts Manhunter. 218 page RPG which puts you in control of techno-powered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way 's seven known races. After years of warfare, peace finally reigns...but not for long. Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the galaxy. On one barrier stands between them and success - the Cosmic Enforcers. With over 291 superpowers, robots, cybergadgets, insidious aliens, evil villains. $40.00

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2020 2nd Edtion ***New Enlarged Printing*** This new print run features 254 pages, including heaps of revised artwork (with 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-ware', nanotech enhancements, fast moving fire-fight rules, heaps of world background & more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers. 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jedko Games. $25.00

All Fall Down (Atlas) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of 'em wanting to flatline the players. $16.50

Bastille Day 48 page adventure where Rache Bartmoss hires some PC cyberkids to track down Spider Murphy, who's gone missing. But they are up against the ISA dragon, and will be hard put to rescue her. $12.00

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. $16.00

Character Sheets 32 double sided character record sheets. $12.00

Chrome Berets (Atlas) A campaign for cyber mercenaries - there's a war happening in a 3rd world country & the Big Suits want it to go their way, except they don't want anyone to know that they're involved. Which is where you come in. Includes mass combat rules for large battles. $25.00

Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. $24.00

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Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. $20.00

Cyberpunk Data Screen Color GM + adv. Due ??? $22.50

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Game Cover	$35.00
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Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyranical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangers now wield ncredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yogang character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. $40.00

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. $25.00

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. $20.00

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, bodyguarding, asset acquisition, smuggling, investigation, demolitions, codecracking, repossession, counter reprossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. $24.00

Eurosource Plus European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. $35.00

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Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due July. $24.00

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. $22.00

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. 144 pages. $35.00

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. $35.00

Listen Up, You Primitive Screwheads - The Unexpurgated Cyberpunk Ref's Guide How to properly start a campaign, good character roles for non-solos, when your players are arrogant little...combat against an ex-marine, Uncle Mike's Dirty Tricks - notes from a thousand savage conventions, a simplified combat system for those who want one, an explosives system, an indexed list of all the new skills & roles ever published. $19.95

Live and Direct Explore the entire spectrum of Dark Future media, from player characters to who they work for. A must for any Cyberpunk referees or players who deal with the media in their campaigns. Includes material from the now out of print Rockerboy too. Due March. $24.00

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Chronomancer The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existance - to visit ancient and forgotten lands. With new spellls, powers, realms. $25.00

Magic Encyclopedia Vol. 1 An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). $22.00

Magic Encyclopedia Vol. 2 Continues the above; each entry includes brief description, illustrat-ion, original page ref. & GP value. $22.00

DM's Screen and Master Index Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. $20.00

ACCESSORIES - CAMPAIGN MATERIAL

Castle Sites Offers the DM a solid book full of detailed,

creative castle plans, showing their exteriors, floor plans, purposes, and inhabitants. 96 pages. $25.00

City Sites For use with any campaign world, this book contains new floorplans on city & town locations, including inns, stables, smithies, noble manors, temples, jails, etc, including details on NPCs living or working in these locations. $26.00

Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. $25.00

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylights out of 'em and steal the loot! $70.00

DMGR2 Castle Guide Details the feudal setting, politics, churches, social classes, taxes, Knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, seige warfare (mining, starvation, etc). $30.00

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period. Includes item cost and correct application, plus lots of nifty illustrations. $30.00

DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. $30.00

DMGR6 Complete Book of Villains Guide to creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. $35.00

DMGR7 Complete Book of Necromancers The most terrifying of all AD&D villains, who command hordes of undead and who master death magic. Expands upon the necromancer as a non-player character against whom player characters can struggle. New powers, new spells, new items, new magical items & personality types, etc. $35.00

DMGR8 Sages & Specialists Presents new rules and specialized nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. Due August. $40.00

HR1 Vikings 96 page sourcebook for Norse campaigns. Incudes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. $30.00

HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. $30.00

HR3 Celts Campaign Sourcebook A rich description of a variant historic/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorian characters, Heroic Feats (skills), magical plkaces, tradition-al monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. $30.00

HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune! $30.00

HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. $35.00

HR6 The Age of Heroes The golden age of Ancient Greece, including mythological heroes Hercules, Odysseus, Hector, Achilles, etc. Source material for campaigns based on Greek city-states. $35.00

HR7 The Crusades Join the likes of Richard the Lion-heart and Knights Templar in the historical exploits of the crusades from 11th - 13th centuries, attempting to take & hold the Holy Land. $35.00

Red Steel A campaign expansion containing an audio CD. Has new rules, source material, & adventures all featuring a new region called the savage coast, which has deposits of red steel, a magical metal that is both useful and a curse. With 3 maps. $60.00

Savage Baronies An audio CD accessory and adventure for *Red Steel*. The Savage Baronies, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yazak Steppes ride again. Includes source material and a short adventure. $40.00

The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. $20.00

World Builder's Guidebook Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. Due Nov. $40.00

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! $45.00

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. $45.00

Deck of Magical Items Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! $45.00

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Ama-zon, Barbarian, Berserker, etc), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, new weapons, variant armor, & more! 124 pages. $35.00

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, theif kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! $35.00

PHBR3 Complete Priest Handbook Features the basic premiss of Clerics & pantheons, complete gfor designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. $35.00

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. $35.00

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages $35.00

PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. $35.00

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! $35.00

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, ect), and more! 118 pages. $35.00

PHBR9 Complete Book of Gnomes & Halflings Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This 128 page book promotes character development & enriches the game environment. $35.00

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. $35.00

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. $35.00

PHBR12 Complete Paladins Handbook One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations. $35.00

PHBR13 Complete Druid's Handbook In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This 128 accessory helps you to play the noblest warriors of the AD&D game. Create or enhance your paladin with new proficiences and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skyrider, and indomitable wyrmslayer. $35.00

PHBR14 Complete Barbarian's Handbook Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. $35.00

PHBR15 Complete Ninja Handbook Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture, not just Oriental, came become ninjas. $35.00

Fighters Screen All the tables & charts a player needs if he is running a fighter player character. $15.50

Priests Screen All the tables & charts a player needs if he is running a priest player character. $15.50

Wizards Screen All the tables & charts a player needs if he is running a wizards player character. $15.50

Thiefs Screen All the tables & charts a player needs if he is running a thiefs player character. $15.50

Wizards Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Wizards Screen, painting guide, instruction book, character record sheets, etc. $44.95

Priests Players Pack Large plastic brief case with handles & snap locks, 3 lead free miniatures, Pirests Screen, painting guide, instruction book, character record sheets, etc. $44.95

Thiefs Players Pack Large plastic brief case with handles & snap locks, 3 lead free miniatures, Thiefs Screen, painting guide, instruction book, character record sheets. $44.95

Shaman A new type of spellcaster - a wizard who gains magical power from the spirit world. More subtle and versatile than a normal wizards, a shaman has extraordinary knowledge & capabilities. $25.00

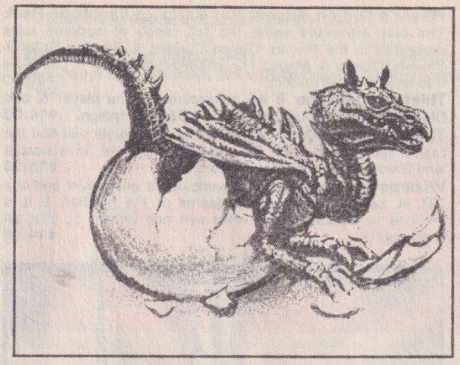
ACCESSORIES - MISCELLANEA

1997 TSR Calendar A TSR fantasy art exclusive featuring more than a dozen stunning poster quality reproductions. Due August. $26.00

1994 Annual Monstrous Compendium Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color and B&W illustrations. $36.00

1995 Annual Monstrous Compendium Vol. 2 All the new monsters presented from all AD&D game products for this year, & a few previously undescribed monsters. $35.00

1996 Annual Monstrous Compendium Vol. Three Compiles a years worth of monsters for the entire line of AD&D game products.There are also some entirely new creatures. Due December. $40.00



CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. $40.00

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm carboard cutouts. $50.00

Council of Wyrms Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. $50.00

Deck of Encounters Set # 1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards and arrange as desired, or can be drawn at random. $45.00

Deck of Encounters Set # 2 432 cards with all-new and exciting encounters with monsters or nonplayer characters. $45.00

Deck of Psionic Powers 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! $35.00

Den of Thieves Explores the organised underground of thieves, pickpockets, cat burglars, upright men, patriachs, and underground kingpins. Includes the rules to run a guild in any campaign world and a complete adventure. $32.00

Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. $45.00

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. $50.00

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D game magical item ever created. $50.00

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for the AD&D universe. $50.00

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. $38.00

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. $40.00

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. $25.00

The Rod of Seven Parts The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and six detailed poster maps. Due Sep. $60.00

The Rod of Seven Parts Hardback Novel When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. $45.00

The Worlds of TSR 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. $38.00

Treasure Tales Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. $26.00

Wizard's Spell Compendium Vol I Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. Due November. $50.00

MISCELLANEOUS ADVENTURES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 5-8. $14.00

A Hero's Tale A collection of short adventures, each playable in a single evening, suitable for all AD&D game worlds. These adventures for character levels 2 - 10 offer a variety of entertaining side treks requiring little or no preparation. Due August. $26.00

Clerics Challenge II Mini-adventure for one GM & one player, that can be used in almost any AD&D campaign. $14.00

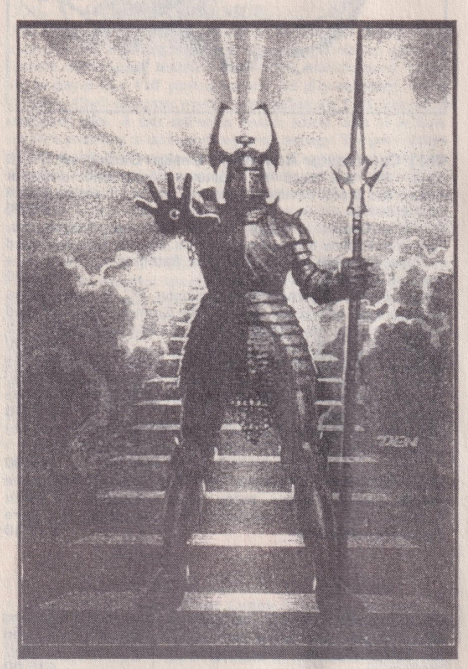
Labyrinth of Madness A special TSR anniversary adventure - perhaps the most insidious dungeon every devised. Filled with monsters and traps and treasures, but also a multi-level three-dimensional maze, with puzzles within puzzles. Players must solve 20 puzzles to win. $20.00

Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the Players Option Combat & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. Due November. $40.00

Thief's Challenge II Ad adventure for one player & one DM, 2 - 3 players, suitable for any AD&D campaign. $14.00

The Silver Key Cocky adventurers of all levels will find the tables are turned when they become fugitives in a hostile land filled with angry orcs. Levels 2-8. $16.00

Wizards Challenge II An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? $14.00



MONSTROUS ARCANA

I, Tyrant First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. Due July. $36.00

Eye of Pain Journey to the nightmarish world of the beholder. This is the 1st ever adventure where player characters encounter beholders in their uncharted, subterranean realm. Levels 4 - 8. Due July. $16.00

Eye of Doom The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. Due Oct. $16.00

Eye to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightest of the eye tyrants. Twice the length of the othe two adventures, levels 8 - 12. Due Jan'97. $26.00

MYSTARA

TSR's oldest campaign world, ie, D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

MYSTARA: KARAMEIKOS KINGDOM OF ADVENTURE This boxed campaign setting is the next step up from playing First Quest. An audio CD is included, which helps to set the scene and accompanies adventures. The Kingdom of Karameikos lies at the heart of the Mystara world. Includes 12 handouts, 2 large maps, etc. $60.00

Glantri: Kingdom of Magic Including an audio CD and full color guidebooks A magical land of mighty wizards and Byzantine politics, where powerful and slightly mad princes and princesses struggle for dominance. Two books, 2 maps, 16 character cards, 16 sheets, CD. $60.00

Hail the Heroes Adventure with an audio CD that helps set the scene, in which Mystara's secret history is exposed. Player levels 1 - 4. $30.00

Joshuan's Almanac Like the Poor Wizards Almanac, Joshuan is a halfling wanderer who shares his folksy commentary on the people and places of Mystara. $25.00

Mark of Amber The sinister Ambervilles and their bizarre castle suddenly re-appear. Can your PCs solve the mysteries? An audio CD adventure for any player level. $35.00

Mystara Dungeon Master Survival Kit Full color campaign log, mapping kit with template, over 20 official documents with guidelines for use in play, such as royal proclamations, secret symbols & alphabets, and wanted posters for Mystara's infamous villains. A deck of 55 playing cards of magical treasures and plot twists. $26.00

Mystara Monstrous Compendium Gives the AD&D descriptions for over 100 monsters from the D&D game world. $36.00

Mystara Player's Survival Kit An adventure log to keep track of monsters slain, treasures gained, mysteries to be solved. A color guide on how to create heraldry, tips on how to develop your character's story & identity. A deck of Fame & Fortune 55 cards which allow narrow escapes from traps, etc, & 20 parchment documents. $26.00

Mystara Poor Wizards Almanac & Book of Facts Summarizes geographical, historical, & other information about Mystara, 240 pages including color & B&W illustrations. $20.00

Night of the Vampire An adventure including an audio CD that gives background music & sets the scene. The PCs are trapped in a medieval vampire nosferatu's domain. Player levels 1 - 4. $30.00

MYSTARA NOVELS - $12.00 each

The Dragonlord Chronicles

1. Dragonlord of Mystara A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them, and forms a party of 4, but can these no-hopers come through and save the day? 400 pages & color map.

2. Dragonking of Mystara
Now that he has established peace with the dragons, the Dragonlord feels that his troubles are behind him. Instead he finds himself in the centre of a web of intrigue as his supposed new allies try to use him as a weapon against their enemies in a bid for power. Soon a new war with the dragons seems inevitable, and this time the dragons are ready for him.

3. Dark Knight of Karameikos
Grygory the knight is mistaken for an outlaw and thrown into prison, where he befriends Flavius the thief. They escape, and together, they take on the dreaded Dark Knight of Karameikos.

4. Dragonmage of Mystara
It's war! In the epic conclusion to the Dragonlord Chronicles, the Dragonlord must unite his former enemies, the dragons, against an enemy from their former past who threatens to destroy the entire world.

Savage Coast Novel

1. The Black Vessel
A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? Due August.

PLANESCAPE

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. $60.00

A Guide to the Astral Plane The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. Due November. $32.00

Doors to the Unknown Four short adventures takes heroes on a tour of the deadly and the bizzare that spans the Astral, Inner and Outer Planes. Levels 2-10. Due Dec. $26.00

Fires of Dis A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator and to the 2nd to the city of Dis. $26.00

Harbinger House Deluxe adventure featuring full color art & a double panel GM screen. Centres around a mysterious house of barmies that is a nexus of power. $25.00

Hellbound: The Blood War Features a colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook.July. $50.00

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu. Player levels 7 - 10. $20.00

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfapes in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. $30.00

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. $36.00

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasties. $35.00

On Hallowed Ground Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. Sep. $40.00

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. $60.00

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. $60.00

Planes of Law Home to the baatezu, one of the most powerful and terrifying of all monster races. More than 200 pages on five new levels in the Planes, Mount Celestia, Baator, Acheron, Mechanus & Arcadia. A boxed set that contains 5 double sided poster maps. $60.00

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 page book, map, CD. $30.00

Something Wild When a sinister sect escapes the Red Prison and invades the Beastlands, the result is something wild. This adventure for character levels 4 - 7 features two popular planes, & foreshadows events in the upcoming *Hellbound: The Blood War* adventure. $26.00

The Deva Spark Adventure - players find a deva being pursued by a bebilith. But devas are supposed to be good & lawful, and Bebiliths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. $20.00

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. $20.00

The Factol's Manifesto A 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. $40.00

The Planewalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiences, spells, and planar equipment. Due August. $40.00

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. $30.00

Uncaged: Faces of Sigil This essential "who's who" for the greatest city of the planar multiverse introduces the key personalities in Sigil for adventurers to meet and avoid, revealing a web of intriguing and often secret relationships. $40.00

PLANESCAPE NOVELS - $12.00 each

Blood Wars Trilogy

1. Blood Hostages
Two cousins become pawns in the most fiendish war in existence - the eternal Blood War. They enter worlds twisted beyond imagining, where they discover they are part of a much larger plot to turn the tide of the Blood War.

2. Abyssal Warriors (Due June)
Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army.

3. Planar Powers (Due Dec)
Focuses on the children of Aereas and Nina as they struggle to complete the cycle begun by their parents, while the eternal Blood War rages on.

Other Planescape Novels - $12.00 each

1. Pages of Pain (Due Sep)
The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair.

BIRTHRIGHT

BIRTHRIGHT: Legacy of Kings Campaign Setting A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Cerilia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. The game includes a large BattleMat of a Battlefield for resolving battles, which is broken into zones such as left flank, middle left flank, centre, middle right, and right flank. There are 112 War Cards, depicting various troop types, to be used on the battlefield. $60.00

Ariya Domain Sourcebook Ariya's citizens turn to you, their newly crowned lord-prince, to restore the city-state to its former eminence. Tested by war-hungry neighbours, religious zealots, and a shrinking treasury, you must lead the realm to a glorious new age. $14.00

Baruk-Azhik Domain Sourcebook Presenting the only dwarven kingdom that players can rule. With lots of new info on the dwarves and their unique culture. June. $16.00

Binsada Domain Sourcebook The kingdom of Binsada, which borders the areas rules by the Abominations, the Hag and the Sphinx. With history and NPCs. $16.00

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards to augment the War Card Deck in the campaign. $35.00

Cities of the Sun Campaign expansion with new lands to add to their kingdom. New War Cards describe the powerful Kingasi armies and the forces of their enemies, & a new poster map adjoins the maps of Anuire. $35.00

Endier Domain Sourcebook One of the smallest domains in Anuire. It is precariously balanced between three of the more powerful realms in the land. You need to play a delicate game of politics and diplomacy to survive. You can play the role of the Lord of Endier, the Thief Regent of the Realm, or a noble, servant, or adventurer. Full color maps. $14.00

Greatheart Novel. Five hundred years after the cataclysm of Mt Deismaar, the elves mount a fierce resistance against the humans who destroy their forest and sacred groves. $12.00

Halskapa Domain Sourcebook A barbarian domain in the lands of Viking-style peoples. Due June. $16.00

Havens of the Great Bay New lands open for heroes to explore, conquer and rule. The Renaissance culture of the Brecht merchants, and the lands and peoples that exist in the Shadow of the Abominations, the Gorgon and the Hag. Due Dec. $40.00

Ilien Domain Sourcebook The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. $14.00

Khourane Domain Sourcebook A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. Due Sep. $16.00

Legendsof the Hero Kings More than a dozen adventures that can be set in any region in Birthright. Due Sep. $40.00

Medoere Domain Sourcebook Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of archpriest, leading the theocracy to greater heights of glory. $14.00

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. Due Aug. $22.00

Roesone Domain Sourcebook One of the youngest

states of Anuire. As the ruler, you'll find yourself surrounded by uncertain allies and dangerous enemies. Plots and intrigues move through your own courts, and shadowed powers are moving against you. Includes maps. $14.00

Stjordvik Domain Sourcebook A warriors' realm, plagued by legions of savage humanoids. Due Dec. $16.00

Sword and Crown Presents three interwoven plots. The players are faced with a military threat to their lands in the form of a hostile warlord, but at the same time must deal with the rise of a powerful wizard in their realm and savage gnoll bandits. $20.00

Sword of Roele In this adventure, hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. $26.00

Talinie Domain Sourcebook To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor did not die of natural causes. $14.00

The Book of Magecraft All you need to know about playing a wizardin Cerilia. Rules for wizards using magic, true magic, and realms magic, new spells, etc. $40.00

The Falcon & The Wolf Novel. When his family is killed in a treacherous attack, Gaelin becomes the heir to his father's lands. Armed only with his sword and his wits, he struggles to master the power of his ancient bloodline and free his homeland from the oppressor's armies. Due Dec. $12.00

The Hag's Contract This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. June. $12.00

The Rjurik Highlands New territory comes into play with this campaign expansion, exploring the lands and culture of advanced Viking-like peoples who battle humanoids of the worst sort. Due June. $40.00

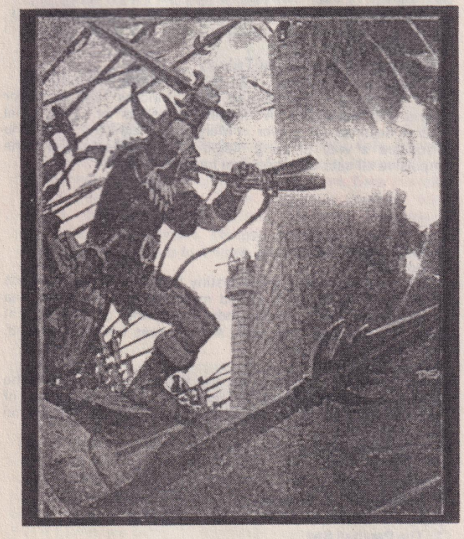
The Spider's Test Novel of the story of Richard Endler's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. Sept. $12.00

Tuarievel Domain Sourcebook The elven kingdom of Birthright. Cerilia's elves are a vicious breed. Dec. $16.00

Tuornen Domain Sourcebook Take the throne of Tuornen, rules its proud people, and reap the rewards of its rich lands. But beware, for Tuornen faces threats from many quarters. The scheming Duke of Alamie wants to retain control over your realm, as he used to rule it. $14.00

War Hardcover novel. The sweeping epic of war and anarchy as rivals vie for the throne of Anuire. May. $44.00

Warlock of the Stonecrowns An adventure for 4 - 6 characters of levels 4-10. High in the Stonecrown Mountains, a new source of dark magic stirs, wakes, and spreads to shroud the land in shadows. The Warlock of the Stonecrowns is on the move! $14.00



DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting: Fall of the Dragon King The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules, etc. And a psionic Primer featuring basical psionic rules & powers. $60.00

Beyond the Prism Pentad This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon king is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. $14.00

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. $50.00

Dark Sun Monstrous Compendium Vol 2 A book of vicious new Athasian monsters and humanoid races, including mind-blowing undead creatures. 128 pages with color illustrations. $35.00

Defilers and Preservers: Wizards of Athas Provides new proficiences, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. Due July $32.00

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. $40.00

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. $45.00

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cuning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. $22.00

DSR3 Veiled Alliance Describes the extensive secret societies of goodly magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. $22.00

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shreiking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! $22.00

Psionic Artifacts of Athas An incredible array of psionic powers, including remnants of Athas' Blue Age: living biomagical items of immense power. Due Oct. $40.00

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak.Includes an adventure. Due Feb. $40.00

Thri-Kreen of Athas Now you can roleplay a Thri-kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. $30.00

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! $25.00

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. Levels 3-5. $35.00

DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. $30.00

DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8, $30.00

DSQ1 Road to Urik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. $25.00

DSE1 Dragon's Crown A 5-book, 2-map "super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11 +. $55.00

DSE2 Black Spine Levels 7 - 10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Canyou stop her endless hordes? 6 books, maps. $50.00

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. $25.00

DSQ3 Asticlian Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. $25.00

Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Alluvial Sand Wastes. Is the charismatic avangion at the heart of the mystery working to save Athas, or destroy it? $30.00

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. $30.00

DARK SUN NOVELS - $10.00 each

Prism Pentad

1: Verdant Passage
Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr toa desolate place of dust, blood, and fear. His thousand year reign is about to end.

2: Crimson Legion
Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urik's might.

3: Amber Enchantress
Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology.

4: Obsidian Oracle
Power-hungry Tithian emerges as the new rules of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction.

5: Cerulean Storm
Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, and Sadira, to free the sorcerer, does he want to restore the world- or claim it as his own?

Tribe of One Trilogy

1: The Outcast
Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings.

2. The Seeker
Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerers daughter he stole from a caravan.

3. The Nomad
Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one.

Chronicles of Athas

1. The Brazen Gambit
A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics.

2. The Darkness Before Dawn
Tells the tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death.

3. The Broken Blade
The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villichi Ryana, Sorak embarks on a mission of aid for his new master, the Sage.

4. Cinnabar Shadows
Maribe, one of the disoriented "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraite.

5. The Rise and Fall of a Dragon King - $12.00
The story of Hamanu, sorcerer-king of Urik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn th secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny.

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. $65.00

City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. $50.00

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details strets & districts, customs, daily life, ect.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! $60.00

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. $60.00

Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! $50.00

Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. $50.00

Ruins of Myth Drannor Another four-map super-dungeon - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. $50.00

Ruins of Zhentil Keep A super dungeon full of secrets past and present, Zhentil Keep is the headquarters of the evil Black Network of the Zhentarim and home of the notorious Lord Chess. With three booklets, 8 cards, and three poster size maps. $50.00

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targetted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. $50.00

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. $16.00

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! $20.00

Elminsters Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. $50.00

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. $20.00

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. $20.00

Faiths & Avatars Info for DMs and human priest character players describing the spheres of the gods and their avatars

(mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology. $40.00

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. $25.00

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. $30.00

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. $30.00

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. $30.00

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. $30.00

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. $30.00

Heroes' Lorebook The definitive book of game statistics for every hero featured in the Forgotten Realms novels, including Elminster, Drizzt, and King Azoun, providing DMs with everything they need to introduce these characters into their campaigns. Due August. $40.00

PG2 Player's Guide to the Forgotten Realms A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. $35.00

Pages from the Mages Presented like a wizard's tome with a huge ornate lock on the cover. Has reprints of old material from Dragon mags, and also new material. $30.00

The Moonsea Detailed information on Mooqea, from Zhentil Keep to the Bell in the Depths. 64 page book of DM adventure ideas, and a 32 page book of player info, + a map. $26.00

The North The North - one of the last great frontiers of Faerun to conquer. This boxed expansion opens to exploration the wilderness beyond Waterdeep, describing the lands and their inhabitants in great detail. Areas previously described in sketchy detail are now fully fleshed out and new maps are provided. Due May. $50.00

Vilhon Reach Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. June. $32.00

Volo's Guide to All Things Magical The legendary guide that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to know. Viewed as the ultimate subversive text, guaranteed to convey power and peril to the reader! Due Oct. $40.00

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. $25.00

Volo's Guide to the Dalelands Here lie ShadowDale, home of Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentarim. Due July. $30.00

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silverymoon, the Icewind Dales, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. $20.00

Volos's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chlandath to Irieabor, and The Darkhold, a Zhentarim base. $20.00

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. Feb. $40.00

Wizards & Rogues of the Realms Similar to the PHBR books, this book details two character classes, Realms wizards as opposed to normal wizards, and thieves of the Realms. 128 pages. $30.00

FORGOTTEN REALMS ADVENTURE MODULES

FMQ1 City of Gold Like flies to doggy-do, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! $22.00

FRA2 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stalion, devious assassins, and fierce nomadic horsemen. Sounds fun! $18.00

Marco Volo: Departure All player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining non-political romp through the realm. $14.00

Marco Volo: Journey All player levels, the imposter Volo continues on his romp through the Forgotten Realms. $14.00

Marco Volo: Arrival The imposter has gone and upset someone, so now he's on the run - but who is chasing him? $14.00

Forgotten Realms Book of Lairs Short adventures for all player levels, that can all be played in one evening. $26.00

The Sword of the Dales PCs are called to aid Randal Morn, the true Lord of Daggerdale in his fight against the evils of Gothyl, a lich wizardess who has found the legendary Sword of the Dales. $14.00

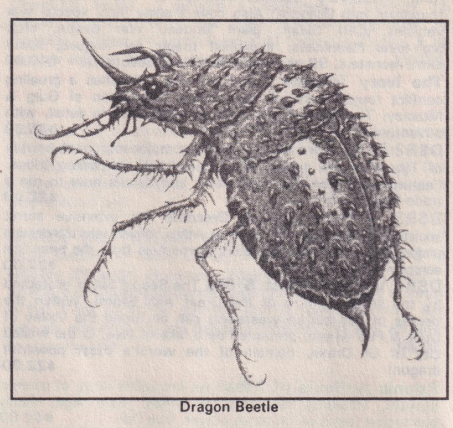
The Secret of Spiderhaunt The second adventure in the Dalelands adventure trilogy, where the PCs go into the Spiderhaunt Woods in search of Randal Morn. $14.00

The Return of Randal Morn The final module in the Dales Trilogy brings the PCs into their final contact with the Zhentarim mage who kidnapped Randal Morn. $14.00

Undermountain Trilogy I: The Lost Level Return to the infamous Undermountain. Presents the ultimate dungeon crawl for the ultimate warrior, levels 7 - 9. June. $16.00

Undermountain Trilogy II: Maddgoth's Castle Features a flying Citadel, deep beneath the land, that holds treasures and terrors as wondrous & inexplicableas the castle itself.Levels 8-10. Due Sep. $16.00

Undermountain Trilogy III: Stardock This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. Due Jan'97. $16.00



Dragon Beetle

FORGOTTEN REALMS ARCANE AGE

Forgotten Realms Arcane Age: Netheril: Empire of Magic This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. Nov. $60.00

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. Due Dec. $26.00

FORGOTTEN REALMS NOVELS - $10.00 each title

The Moonshae Trilogy

1: Darkwalker on Moonshae
A relentless army of giant firbolgs, dread Bloodriders, and preternatural incarnations of the Beast, Kazgaroth, descend upon Moonshae. Standing to meet them is an uneasy alliance of halflings, dwarves, bards, druids, and the unicorn, Leviathan, and the Pack, lead by Tristan Kendrick.

2: Black Wizards
A council of dark sorcerers has usurped the will of the High King. An army of ogres and zombies guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing.

3: Darkwell
Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies.

Finder's Stone Trilogy

1: Azure Bonds
Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning.

2: The Wyvern's Spur
The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfing bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power...

3: Song of the Saurials
The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Grypht arrives, the new trial dissolves in a string of disappearences and murder.

Icewind Dale Trilogy

1: The Crystal Shard
Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the forces of the Crystal Shard?

2: Streams of Silver
Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors.

3: The Halfling's Gem
Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse.

Avatar Quadrilogy

1: Shadowdale
The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale.

2: Tantras
Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place.

3: Waterdeep
The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn.

4: Prince of Lies
For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover.

The Shadow of the Avatar Trilogy

1. Shadows of Doom
Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued.

2. Cloak of Shadows
The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, and the heroes and Midnight try to stop them.

3. All Shadows Fled
The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Khelben & Alustriel stop them?

The Dark Elf Trilogy

1: Homeland
Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society?

2 : Exile
The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race.

3: Sojourn
Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily.

The Drizzt Dark Elf Quadrilogy

1: The Legacy - $12.00
Drizzt is happy and content. But Drizzt did not achieve this state of peace without leaving powerful enemies in his wake. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness.

2: Starless Night softcover - $12.00
The Underdark. A place of brooding darkness, where no shadows exist, and wher Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead.

3. Siege of Darkness Hardback - $38.00 Softback - $12.00
In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions.

4. Passage to Dawn - Hardcover $48.00 (Due Aug)
The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Do'Urden and his companions back to Icewind Dale.

Daughter of the Drow Trilogy

1. Daughter of the Drow - $34.00 Softcover - $12.00 Sep.
Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest.

2. Tangled Webs - $40.00
The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that will ultimately pit them in a deadly conflict against each other.

Maztica Trilogy

1: Ironhelm
A slave girl learns of a great destiny laid upon her by the gods themselves. A legion of skilled mercenaries crosses the sea to invade her lands, which under the banner of their vigilant god, they claim as their own. As Erix sees her land invaded, she learns of her destiny.

2: Viperhand
Erix and Halloran strive to escape the waves of catastrophe sweeping Maztica. Each is forced to make a choice of historical proportion, as the destruction of Maztica looms on the horizon.

3: Feathered Dragon

Empires Trilogy

1: Horselords 2: Dragonwall 3: Crusade

Harpers Series INDEPENDENT TITLES

1: The Parched Sea
The Zhentarim have sent an army to enslave the nomads of the Great Desert. As tribe after tribe fall, only Ruha, an outcast witch, see the danger. She teams up with a Harper, & together they resist the invaders.

2: Elfshadow
Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her.

3: Red Magic
A powerful and evil Red Wizard wants to control more than his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest.

4 : The Night Parade
Myrmeen Lhal, the seductive ruler of Arabel, enlists the aid of the Harpers to rescue her long lost daughter from the Night Parade, a shadowy group of creatures that feeds off human misery and fear.

5: The Ring of Winter
Harper Artus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms.

6: Crypt of the Shadow King
Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhentarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way.

7: Soldiers of Ice
Journeying north Martine finds herself trapped in a snowbound valley of Samek, kept company by gnomes and an ex-paladin Vilheim. There she finds love and war as the gnomes defend their valley against an advancing horde of

savage gnolls.

8. Elfsong
Throughout Faerun, ancient ballards are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery.

9. Crown of Fire
Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, the Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers.

10. Masquerades
Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them.

11. Curse of the Shadowmage
The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowking resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage.

12. The Veiled Dragon - $12.00
Features the return of Ruha the Bedine witch from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent.

13. Silver Shadows - $12.00 (Due June)
Arilyn Moonblade, the half-elf heroine of the best selling *Elfshadow*, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle.

14. Stormlight - $12.00 (Due Oct)
Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past.

The Druidhome Trilogy

1 : Prophet of Moonshae
Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island.

2 : The Coral Kingdom
King Kendrick is held prisoner in the undersea city of the sahuagin. His daughter must secure help from the elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae.

3: The Druid Queen
Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae Islands and the unity of the Folk.

The Cleric Quintet

1: Canticle
High in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics, and others. But an evil, all consuming essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers and himself.

2 : In Sylvan Shadows
Cadderly and his friends must save the inhabitants of the beautiful elven forest, Shilmistra, where a new opponent leads an army of vile monsters.

3: Night Masks
When Cadderly runs to the city of Carradoon for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to.

4: Fallen Fortress
Scholar-priest Cadderly sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past.

5. The Chaos Curse
Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse.

Heroes of Phlan 3

1: Pool of Radiance
A possessed dragon commands the undead armies of Valhingen Graveyard and the beasts from the ruins near Phlan. Desperate, a spellcaster, a ranger thief, and a cleric join forces to deliver Phlan and Moonsea from the evil incarnate Tyranthraxus.

2: Pools of Darkness
The entire city of Phlan has vanished, ripped from the surface of Toril by dire creatures and magical forces. While the minions of the evil god Bane bicker over the spoils, the brave citizens of Phlan prepare a defense.

3: Pool of Twilight
The holy hammer of the Church of Tyr was captured by the evil god Bane 20 years ago. When Base was destroyed, the relic vanished. The legacy of recovering the lost item was granted to a young paladin.

Twilight Giants Trilogy

1. The Ogre's Pact
An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret.

2. The Giant Among Us
As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceipt spreads.

3. The Titan of Twilight
The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firbolg scout Tavis Burdun, the runemaster giant-kin Basil, and the orphan thief Avner does Briana have any hope of escape.

The Nobles Series

1. King Pinch
Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne.

2. War in Tethyr
Introduces the adventures of many unforgettable characters during a war in Tethyr.

3. Escape From Undermountain - $12.00
In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before.

4. The Mage in the Iron Mask - $12.00 (Due Aug)
The master traveller Volo unmasks a decades-old conspiracy that jeapardizes the uneasy peace between Moonsea and Thay.

5. The Council of Blades - $12.00 (Due Dec)
When the entire kingdom is placed in jeopardy by court intrigue and conspiracy, it's up to the Vilhon Reach's answer to the Three Muskateers to save the day.

Netheril Trilogy

1. Sword Play - $12.00 (Due May)
Discover the Arcane Age of Netheril, the most powerful magical empire in the history of the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages.

2. Dangerous Games - $12.00 (Due Nov)
Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire.

Miscellaneous Books

1: Spellfire
Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil.

2: Realms of Valor
An anthology of stories, including characters such as Drizzt, Arilyn Moonblade, Jander Sunstar, and many others.

3. Realms of Infamy
An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Elaith Craulnober, and Zulkir Szass Tam.

4. Once Around the Realms
Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all Faerun and beyond.

5. Elminster, The Making of a Mage Softback - $12.00
Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey.

6. Realms of Magic Anthology
Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc.

7. Murder in Cormyr Hardcover - $38.00
When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime.

8. Realms of the Underdark - $12.00
Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others.

9. Cormyr: A Novel - Hardcover $48.00 (Due July)
On the eve of catatrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come.

10. Murder in Halruaa - Hardcover $38.00 (Due Oct)
Darlington Blade thinks he has hitched into an easy con when he passes himself off as a wizard, only to find he's now the target of an assassin.

Curst

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, dieties, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $35.00

DLR2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. $20.00

DLR3 Unsung Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. $20.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! $26.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. $38.00

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map. Due Sep. $50.00

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Also included is the first part of an epic adventure that sets in motion the Dragons of the New Age saga. Due Nov. $35.00

The Last Tower: The Legacy of Raistlin Explores the mysteries of Wayreth Tower, where Raistlin faced the mystical ordeal of the Soul Forge. Includes two game books with an adventure scenario, an expose on Raistlin, detailed look at the tower, etc. Due Jan'97. $40.00

DRAGONLANCE: THE FIFTH AGE NOVELS

1. The Dawning of a New Age - $12.00 (Due Sept)
The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn.

DRAGONLANCE ADVENTURE MODULES

DLC3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14. 128 pages, for all player levels. $30.00

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! $18.00

DLA3 Dragon's Rest Involves the Ethereal Plane and Cinder Gems, whom the God Sargonas tricks the PCs into searching for. $18.00

DLS3 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. $13.00

DLS4 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitiude may ensnare them! $20.00

DRAGONLANCE NOVELS - $10.00 each

Dragonlance Chronicles

1: Dragons of Autumn Twilight
Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance.

2 : Dragons of Winter Night
The adventure continues...treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb.

3: Dragons of Spring Dawning.
Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness.

Dragonlance Legends

1: Time of the Twins
The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin brother. They must travel back in time to save Raistlin.

2: War of the Twins
Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him.

3: Test of the Twins
Raistlin casts the magical spell that has cost him so much. For him, the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis.

Dragonlance Tales

1: The Magic of Krynn
A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc.

2: Kenders, Gully Dwarves & Gnomes
A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel.

3: Love and War
A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumors about the past that have bearing on the future of Krynn.

Dragonlance

1: The Reign of Istar
A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar.

2: The Cataclysm
The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy,

despair and villainy...and inspiring heroism.

3 : The War of the Lance
Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance.

DL Saga Heroes

1: The Legend of Huma
A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win?

2 : Stormblade
The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery.

3: Weasel's Luck
Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion.

DL Saga Heroes II

1: Kaz the Minotaur
Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumors of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu.

2. The Gates of Thorbardin
Beneath Skullcap is a path to the gates of Thorbardin, and the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he wil also open the realm to new horror.

3. Galen Benighted
Sequel to Weasel's luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he foresakes his better judgement and embarks on a quest that leads to a conspiracy of darkness.

4. Land of the Minotaurs
Kaz returns to the fierce society of the horned warriors, where he puts his life on the line when he challenges the emperor and a dark conspiracy.

DL Saga Preludes

1: Darkness & Light
Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, thetwo separate over ethic.s

2: Kendermore
A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders!

3: Brothers Majere
Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mysteryof a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect.

DL Saga Preludes II

1: Riverwind the Plainsman
To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion.

2: Flint the King
Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king...

3: Tanis - the Shadow Years
Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself.

DL Saga Villains

1: Before the Mask
Young Verminaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit.

2: The Black Wing
The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult.

3: Emperor of Ansalon
Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon.

4. Hederick the Theocrat
Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Kyrnn, leads an Inquisition to kill all who follow magic, etc.

5. Lord Toede
Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation.

6. The Dark Queen
Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

Elven Nations Trilogy

1: Firstborn
Sithel, the leader of the Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is enthroned.

2: The kinslayer Wars
Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between.

3 : The Qualinesti
The founding of the Qualinost and the creation of the magnificent society of the renegade elves, the Qualinesti. Kith-Kanan becomes the first Speaker of the Suns, but he is haunted by the unfaithfulness of his wife, and the mysterious behaviour of his son and successor.

Dwarven Nations Trilogy

1: Covenant of the Forge
As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure.

2: Hammer & Axe
The dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbardin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change.

3: The Swordsheath Scroll
Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas.

Meetings Sextet

1: Kindred Spirits
The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder.

2: Wanderlust
When Tas accidentally pockets a magic bracele, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance witha sea elf princess and the fabled phaethons to save both Tas and the Black Robes from a fate far worse than death.

3 : Dark Heart
The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers.

4: The Oath and the Measure
Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born.

5: Steel and Stone
Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict.

6: The Companions
Together in Solace, the seven companions learn about friendship an dalughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future.

Defenders of Magic Trilogy

1. Night of the Eye
The three moons of Kyrnn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made.

2. The Medusa Plague
The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel...

3. The Seventh Sentinel
The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic.

Miscellaneous

1. Dragons of Krynn
An anthology of dragon tails - oops - tales.

2. The Dragons at War (Due May)
Companion to *Dragons of Krynn*, features a new collection of stories.

3. The Second Generation paperback novel $12.00
Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories.

4. Murder in Tarsis - Hardcover $38.00 (Due June)
The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine.

5. Dragons of Summer Flame $14.00 (Due Nov)
Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction.

6. The Doom Brigade Hardcover - $48.00 (Due Nov)
During the Chaos War, two isolated bands of disparate enemies - dwarves and draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties.

DL Saga Lost Histories

1. The Kagonesti
The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony.

2. The Irda
Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods.

3. The Dargonesti
The third tale in the Lost Histories series, tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti.

4. The Gully Dwarves (Due June)
The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains.

6. The Dragons (Due Oct)
From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world.

DL Warriors

1. Knights of the Crown
The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty.

2. Maquesta Kar-Thon
Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom.

3. Knights of the Sword
The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted.

4. Theros Ironfeld
The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine.

5. Knights of the Rose (Due July)
The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty.

6. Lord Soth (Due Dec)
This is the tale of the infamous death knight Soth, once a mighty warrio, whose jealous passions and neglect of duty seal his doom of darkness and evil.

LANKHMAR

Lankhmar: The New Adventures of Fafhrd & The Gray Mouser Fast action, intrigue-filled adventures in true Fritz Leiber style. Includes a quick synopsis of the AD&D core rules so players can play straight away. Come explore Nehwon, home to the famous Fafhrd and Gray Mouser. Boxed set including rulebook, DM guide, poster map, & a book of short adventures. Due August. $50.00

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Eel, to the labyrinth of sewers and dangerous alleys of Lankhma alleys. For levels 3 to 10. $20.00

LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret mercenary organisation. $20.00

Avengers of Lankhmar Sequel to Slayers of Lankhmar. Elad Edals back and there's a price on his head. Can the heroes bring the master assassin in and claim the reward before he kills again? $20.00

Cutthroats of Lankhmar An indepth look at a portion of the city of thieves, with emphasis on the Cash, Mercantile, Festival and River districts, with poster size map, adventure hooks, quest outlines. $20.00

Rogues in Lankhmar Featuring the Thieves Guild, it includes a map and 64 page book including adventure hooks. $20.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed A complete revision of this campaign world of Gothic horror. Combines elements from Realms of Terror and Forbidden Lore. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 page and 128 page books, color illustrations, 3 maps, 54 cards, and an 8 panel DM screen. $60.00

A Guide to Transylvania The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the extra-ordinary hunting ground of vampires, golems and werewolves. Due Sep. $26.00

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. Due Dec. $32.00

Forged of Darkness Discover many unique magical artifacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artifact in this collection and the curse associated with it is revealed. $26.00

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. $22.00

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. $50.00

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. $20.00

Monstrous Compendium: Ravenloft Appendices I & II The original two Ravenloft Monstrous Compendiums put together to form one book. $40.00

Monstrous Compendium Ravenloft Appendix # 3 128 pages of more beasties to spring on unsuspecting PCs. $36.00

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describ-ing in detail their history, domain or demesne, special abillities, and spectacular powers. $22.00

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. $22.00

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. $22.00

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers,

weaknesses, etc. $22.00

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! $25.00

RR7 Van Richten's Guide to Werebeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. $22.00

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. $26.00

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is far more to these creatures than just crumbling horrors that unwind forth from their tombs. $26.00

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures in question, and how to hunt and destroy them. $25.00

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. $25.00

The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. $40.00

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Ravenloft Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. $20.00

RM1 Roots of Evil The master vampireStrahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. $25.00

RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. Levels 5-8. $16.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. $22.00

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! $22.00

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $20.00

RQ3 From the Shadows An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. $20.00

RR2 Book of Crypts 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! $22.00

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. $30.00

Bleak House Welcome to Bleak House, the ultimate haunted house, where Dr Rudolph van Richten meets his demise. Be there when the vengeful ghosts of those who Ravenloft's foremost foe of evil has failed to save give him the homecoming of his life. Boxed. $50.00

Chilling Tales A collection of short Ravenloft Adventures which can be used as short, one night escapades or be plugged into an ongoing campaign. $20.00

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to sieze a domain for itself. The PCs must try to defeat this ultrapowerful monster before it becomes a Dark Lord. $20.00

Death Ascendant Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artifacts of Darkness and prepares to proclaim himself Emperor of Terrors. Due Aug. $26.00

Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. Due July. $26.00

Hour of the Knife Jack's back (ie the Ripper), except he's really a doppleganger who can copy anyone. $20.00

Howls in the Night Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. $14.00

Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. $20.00

Requiem: The Grim Harvest Sequel to *Death Ascendant*. The Grim Harvest culminates with an exploration of Necropolis, the new land of the Dead. This boxed set dishes kits and proficiences to play undead characters and new information on how death alters magic. Oct. $60.00

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. $20.00

The Evil Eye The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. $20.00

When the Black Roses Bloom Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. $20.00

RAVENLOFT NOVELS - $10.00 each

The Ravenloft Series

1. Vampire of the Mists
Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks.

2: Knight of the Black Rose
The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd.

3: Dance of the Dead
Larissa Snowmane is a dancer on a magical riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself.

4 : Heart of Midnight
Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge.

5: Tapestry of Dark Souls
The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom.

6: Carnival of Fear
7. The Enemy Within 8. Mordenheim 9. Tales of Ravenloft Anthology

10. Baroness of Blood
A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land.

11. Death of a Darklord
A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyranical evil leaders who rule Kartakkas. But who is their real target?

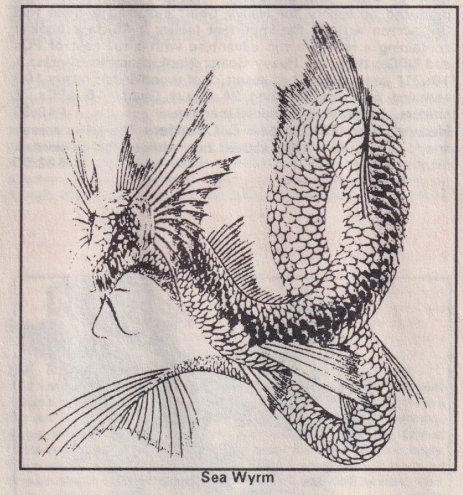
12. Scholar of Decay
Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down.

13. King of the Dead
The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft.

14. To Sleep with Evil (Due Sept)
Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave.

Miscellaneous

1. I, Strahd - $30.00 hardback
2. I, Strahd - Softback reprint - $12.00
Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beaty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood.



Sea Wyrm

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. **By FASA.**

EARTHDAWN RPG A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling theives, Obsidian warriors or wizards. Includes 18 full color treasure cards.
Hardcover $55.00 Softcover $40.00

Adept's Way Adepts are heroes of Barsaive, fighting to restore the Scourge-ravaged world to its former glory. The magical disciplines they follow grant them fantastic powers and abilities that they use to fight corruption. A warrior, for example, sees life as a battlefield, and wields sword and shield with magical brilliance. $35.00

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. $50.00

Blades This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. $30.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. 50 creatures are presented. $35.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. $35.00

Denizens of Earthdawn Vol 2 An in-depth description of dwarves, obsidimen, orks, and trolls (such as Fluffy Turnbulls, Bob Floppers - just kidding) & how they fit into society. $35.00

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. $35.00

Earthdawn GM Pack GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. $25.00

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... $35.00

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? $20.00

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among hte people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. $20.00

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and telling many tales of exploration. $20.00

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. $35.00

Parlainth: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. $50.00

Parlainth Adventures Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. $20.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. $20.00

Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. Boxed set. $50.00

Sky Point Adventures From a search for stolen jewels belonging to a Theran Noble house, to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. Due Oct. $20.00

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. $20.00

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the very heart of Barsaive. $16.50

The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. Due June. $35.00

EARTHDAWN NOVELS - $10.00 each

6. Shroud of Madness
Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of sevearl nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline.

7. Lost Kaer (Due Mar)
Kaer Moar's depressed inhabitants believe the Scourge still rages outiside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save

the kaer - but the thing lurking in the shadows won't let them go without a fight.

Elric!

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

Elric! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. $40.00

Atlas of the Young Kingdoms Vol 1 The Northern Continent. A new series of books providing complete details of the nations and cities of Elric's world. With extensive maps & background. Due Aug. $38.00

Castle Of Eyes Novel A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Elric and Cthulhu. $25.00

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. $30.00

Melniboné The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. $40.00

Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. $30.00

The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. $26.00

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? $22.00

The Unknown East Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Melnibone has found them again. $34.00

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **By Steve Jackson.**

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $40.00

GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. $35.00

GURPS CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. $35.00

CURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. $40.00

GURPS Fantasy Folk 2nd Ed From the tiny winged Ellyllon to the treetop-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. $35.00

GURPS High-Tech 2nd Ed Weapons and equipment through the ages, from the ascendance of gun powder through the modern era. 128 pages. Includes rules for loading, firing, malfunctions, and special weapon and ammo characteristics. Includes personal armor, heavy weapons, explosives, communication and vehicles, medicine, and tools. $35.00

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, ethier, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! $35.00

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. $35.00

GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. $40.00

GURPS Places of Mystery Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. $35.00

GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. $35.00

GURPS Time Travel Rules for flitting around time, past, present, future. $40.00

GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. $35.00

GURPS Werewolf Allows you to play Werewolf with GURPs rules. $40.00

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gard card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. $50.00

Heavy Gear: Desert Maps (4) Two each of two 15" x 19" color maps of desert, with 1" hexes. $20.00

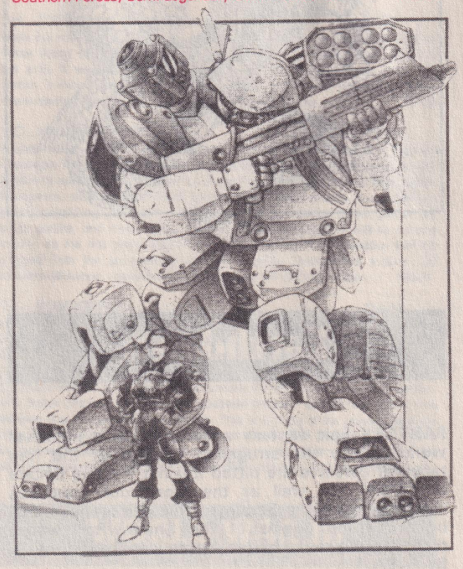
Heavy Gear Field Guide: Northern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Nothern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. $27.00

Heavy Gear Field Guide: Southern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Nothern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. $27.00

Heavy Gear Gamemaster Starter Kit A stunningly produced accessory for Heavy Gear, including a three fold GM screen with all the important tables; a 48 page booklet containing a ready to run adventure with a full cast of PCs and NPCs; two new Heavy Gears; blank character sheets; 4 16x21" color maps (2 of desert, 2 of woodlands); nearly 100 stunning counters including 24 Heavy Gears, 16 APCs, 2 striders, 16 infantry, 27 speed markers. $40.00

Heavy Gear GM Screen & Counters The same screen and counters as in the above, but without the booklet & maps. $22.50

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasizes how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. $30.00



Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) $4.00

Terra Nova Sourcebook Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonized by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. $40.00

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! $40.00

Aliens Unlimited 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. $40.00

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. $40.00

Scraypers On a world totally covered with huge skyscrapers, aliens have come and placed it under siege. The superheroes have got together to try to expel the aliens, but supervillains are both aiding the aliens, and attacking both the aliens and superheroes. 192 pages, including the evil aliens in detail, assassins, bounty hunters, etc. Nov. $40.00

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. $40.00

Hero System

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and nice cover artwork. Comprehensive, but not complex. **By Iron Crown Enterprises.**

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. $35.00

Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. $35.00

Hero System Almanac II SAT Destroyed, Heroic Revitalised, Locked room mysteries, the most powerful Hero System weapon ever published, New vehicles, equipment & characters, new rules, etc! $27.00

The Ultimate Martial Artist 254 pages in a comprehensive martial arts sourcebook that compares and contrasts martial styles from around the world. Features over 120 martial art styles and variants, 130 different martial art weapons, new combat rules and maneuvres, ninja secrets, etc. $37.50

The Ultimate Mentalist 160 pages, a complete resource guide to mental powers in the Hero System and beyond. Detailed descriptions of mental powers and their uses, along with related skills, combat maneuvers, and modifiers. Hundreds of new ideas. $27.00

Hidden Invasion

HIDDEN INVASION RPG A RPG based on actual reports such as Project Bluebook, X-Files, etc. The activities of the aliens are hidden, carried out with private, unknown agendas. Info is included on the alien races active on Earth, their technology, underground bases, their human co-conspirators, groups they influence and control from a distance. etc. Uses an innovative cinematic adventure system created for ease of play and versatility. 150 + pages. $35.00

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. **By White Wolf (Black DogGame Factory)**

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. $30.00

Buttery wHOLesomeness Well, I'm looking at the pages

of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. $20.00

Kult

HORROR A horror RPG set in today's world where demons and angels are real and God has departed to leave man to his own devices. **By Metropolis.**

KULT RPG This is a contemporary horror role playing game, and is not recommended for players until 16 years of age. The game takes places in the reality of today, but reality is not what we think. The world is dark and dangerous and nothing is as it seems. The true world, invisible to humans, is ruled by spiritual creatures who dominate behind the false facades, our prison wardens and torturers. With rules for creating PCs including abilities, dark secrets, advantages, disadvantages; rules for encountering terror; advanced and realistic combat rules; comprehensive, logical magic system; a consistent background to help you recreate different horror atmospheres. The illusion and dark reality are described in detail, together with the creatures and cults who lurk behind the veil. $50.00

Taroticum A series of adventures and encounters which carry the characters from London to Inferno and to the Void at the center of all things. $25.00

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherant sentence. $20.00

More Excuses to Kill Things An adventure book including pre-designed scenarios, such as a send up of Terminator # 1, with the Terminator looking like Indiana Jones; a solitaire adventure where you die every two seconds; more monsters, including alienses, more gimmicks, basically...simply more excuses to kill things. $20.00

Mage

DARK FANTASY Third in White Wolf's imensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. $50.00

Book of Shadows The Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. $32.00

Celestial Chorus Tradition Book. The sacred Song of the One beckons these holy mages to add their voices to the world's salvation. Are they blind prophets or the harbingers or Ascension. Due May. $18.00

Cult of Ecstacy Tradition Book. The wild Cultists smash aside the barriers of law, culture and time itself searching for more ecstacy, and they reach inner truths or obliteration in response to their efforts. Due June. $18.00

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings. Due Dec. $30.00

Digital Web Covers the vast expanse of the Virtual Reality Net, including magick ratings, formatting, combat, whiteout, systems crashes, the Spy's Demise, & two ready to run tales set in the Net. $30.00

Halls of Arcanum Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whiteout, system crashes, the Spy's Demise, and two ready to run tales set in the net. $24.00

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. $20.00

Loom of Fate Characters find themselves woven into a pattern of tragedy and usuery where free will threatens the Tapestry. $20.00

Technocracy: New World Order The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. $20.00

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. $18.00

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rotes, and Talismans of Do, 6 character templates, for players or Storytellers. $20.00

The Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. $30.00

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. $30.00

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. $27.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and biazarre technology. By funneling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. $20.00

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. $20.00

Verbena Tradition Book Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. $20.00

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rotes, etc. $20.00

MAGE NOVELS

1. Truth Until Paradox - $9.00
Dire portents loom in the City by the Bay. The recent earthquake may not have been an entirely natural phenomenon. Mages gather to investigate the situation.

2. Tower of Babel - $11.00
Max Zorn is an Inquisitor for the Theocracy - and he was accidently created by an author, Ron Church, who has magickal abilities. When the two meet, both of their worlds are shattered.

3. Through A Glass Darkly - $11.00 Due June
Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism.

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $30.00

1st Somerset Strikers The TV animated series has been a smash hit in the USA, and is due in Australia later this year. The series features Adam Steiner, leading a ragtag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. $35.00

Chaos March In the Innersphere of 3058, no place is moe exciting or dangerous than the Chaos March. Every Great House and countless independent factions have stakes in this troubled region of space. Can be used with both Mechwarrior and BattleTech. $24.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. $30.00

Hot Spots Rulebook with game information for mercenaries, especially covering contracts. Includes mission briefings for contracts. $25.00

Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. $30.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs $30.00

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeapardize a spying mission vital to the Innter Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. $20.00

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. $30.00

Mechwarrior XL T-Shirts
Elemental $35.00
Black Thorns $35.00
Madcat $35.00
Vulture $35.00

Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, & have to fight for their freedom, and to prove their innocence. $18.00

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring her back. $20.00

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oi! The premier Clan, thankyou!) $30.00

MECHWARRIOR NOVELS - $10.00 each

Jade Phoenix Trilogy:

1: Way of The Clans - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior.

2: Blood Name - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process...

3: Falcon Guard Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes?

Return of Kerensky Trilogy

1. Lethal Heritage
Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Michael Stackpole.

2. Blood Legacy
The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans?

3. Lost Destiny
The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar.

Miscellaneous Titles - $10.00 each

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world.

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. Due Aug.

4. Wolf Pack - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever...

5. Natural Selection - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?

6. Bred for War - It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance.

7. Ideal War - Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.

8. Main Event - Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle?

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping.

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks.

12. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to

head with the Nova Cats, both First & Second Line units.
13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs.
14. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross.
15. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all.
16. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandonned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.
17. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation.
18. Malicious Intent Vlad Ward uses secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole.
19. Hearts of Chaos
The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders!
20. Operation Excalibre - Due July
After a tragic adventure on Caledonia, the Gray Death Legion return home to Glengarry, but someone is still trying to stamp them out. Will they lose their planet or get revenge?

Mekton Z

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. **By R.Talsorian Games.**

MEKTON Z RPG The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. $35.00
Jovian Chronciles By Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats filled out, new technologies, tons of background info, personalities. $27.00
Europa Incident A sourcebook for *Jovian Chronicles*, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exoarmor designs. $22.50
Mekton Mecha Manual Vol 1 Huge space battlewagons, giant insectoid battlesuits, restro-tech mecha. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has 24 different designs, each fully illustrated as well as having the record sheet for that mecha. $16.00
Mekton Technical Manual Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mecha, huge starships, power armor, bioweapons, teleportation, etc, etc! $35.00
Mektzon Wars Vol 1: Invasion Terra Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. $24.00

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. $20.00
Operation Rimfire An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. $27.00
The Starblade Saga: Mekton Worldbook 1 The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minmei!) Due Feb. $35.00

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. $65.00

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. **Hardcover** $50.00 **Softcover** $35.00
MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $30.00
MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc, an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. $33.00

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. $16.00
MERP II Poster Maps Contains 2 full color maps, ICE's original 24"x36" map of the entire continent of Endor; and a 22"x34" map of northwestern Middle Earth. Maps are rolled. $30.00
Northwestern Middle Earth Map Set 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, fords, manors, villages, citadels, citys, woods, etc. $27.00

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. $45.00
Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hilltrolls of Morder. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. $32.50
Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. $40.00
Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. $35.00
Lake-Town This book presents this famouns town with all its vivid bustle, craft assocations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. $40.00
Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. $37.50
Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown periously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. $45.00
Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favourite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandonned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. $37.50
Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. $45.00
The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spries, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. $40.00
The Shire Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Due Oct. $50.00
Treasures of Middle Earth A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantiri, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. $35.00
Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. $30.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind frees itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. $45.00
Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. $40.00
Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. $27.00
Capitol: Pride & Profit The first and mighiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. $27.00
Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. $16.50
Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. $27.00
Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. $30.00

Mishima Dragonfish

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as

well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, 17 new backgrounds, new skills, etc. $27.00

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the Highlander concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232 + pages. $44.00

Chronicle of the Awakenings Several new resources for the player and GM. Sixteen new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, new Simulcra, 4 new metamorphosis, etc. $34.00

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. $30.00

Nephilim Character Dossiers Character record sheets. $18.00

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. $34.00

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. $40.00

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $32.00

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $27.00

World Book Two: Nightlands Takes the players into the strange and wonderous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nightbane talents and morphus, plus campaign and adventure ideas. Due July. $27.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed A world of epic fantasy. Players can be any number of unique fantasy creatures or people, including loathsome changelings, wolfmen, & bearmen. Additional player creatures include ogres, trolls, goblins, orcs, dwarves, elves, humans, etc. Magic is unparalleled, including spell casting wizards, elemental aligned warlocks, circle using summoners, etc. Combat is realistic and fast playing. The world is intriguing. 320 pages. $40.00

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. $27.00

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. $27.00

Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. $17.00

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. $15.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! $30.00

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. $35.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. $35.00

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. $30.00

Paranoia

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! **By West End Games.**

Paranoia RPG 5th Ed A RPG set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computers elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies. A light hearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons, and insane robots, which encourages players to lie to, cheat, and backstab each other at every turn. Is that fun? Yes! Trust us. $40.00

Bot Abuser's Manual Details those anoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters!. Due? $35.00

Death, Lies and Vidtape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. $16.50

ParaNormal Actually two books in one. One half appears to be following an invasion of Paranoia by Vampires etc, and the other half is a flip book, including an animated flip drawing in the corners, and a mini-adventure, though what it's about I cannot tell! $28.00

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. $25.00

Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. $11.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. $55.00

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. $38.00

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adven-tures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. $40.00

The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. $35.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. $38.00

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. $40.00

Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. $40.00

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! **By Task Force Games.**

PRIME DIRECTIVE RPG A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. $40.00

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. $16.00

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. $30.00

Prime Adventures # 1 With a Klingon sourcebook detailing Klingon warrior philosophies and 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc, $30.00

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. $16.00

Project A-Ko

COMEDY SF A RPG based on the very popular Japanese anime movies, which is basically a send up of all other cartoons set in the super hero genre. **By Janus Publications.**

PROJECT A-KO RPG I saw the first *A-Ko* movie quite a few years ago, and I still have fond memories of the experience. A-Ko (or "A" kid in English) is the daughter to America's two most famous superheroes, and her days in school are fraught with comedy, weird and wacky school yard romances, and endless conflicts with B-Ko ("B" kid), aliens, robots, and anyone else who wants to join in. This game is a very faithful recreation of the movies. For starters, no character can ever die - they just get plastered or whacked or tossed sky high. The game revolves around sending up any or all other mecha-based or anime movies or series. A good laugh. Includes 36 full color cards for using as a combat game either with the RPG or separately. $40.00

Rapture

DARK HORROR A new RPG very similar in style and presentation to White Wolf's World of Darkness series, this one focused on the end of the world. **By Quintessential Mercy Studio**

RAPTURE THE SECOND COMING RPG A 226 book which roleplays the end of the world, detailing a time of theological terror. Set in modern times, the book presents the world as Satan attempts to destroy humanity, and the great struggle between demons and angels, and the multitudes of humans who fall into one of the two camps. It is a world where evil has grown impossibly strong, where greed, lust, and corruption are symptoms of humanity's descent into the coming darkness. Anarchy is the only solution. The book focuses on the breaking of the first few of the Seven Seals, and of the torments suffered by the world. The artwork and feel is very much like Wraith, with the various spiritual beings of heaven and hell described. $50.00

Rapture Oracle's Screen Three fold screen plus scenario. $15.00

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. $45.00

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places,etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. $21.00

RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. $24.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. $24.00

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millenium Tree, monsters, an epic adventure, etc. $19.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries for RIFTS. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. $25.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlinited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. $35.00

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. $32.00

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc. 164 pages. $25.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. 200 + pages. $32.00

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and bodyarmor, etc. 112 pages. $19.00

RIFTS Manhunter Produced under licence by Myrmidon Press, this 200+ page book lives up the high quality of Rifts Artwork and background material. The Manhunters are murderous robots who now threaten the entire galaxy, they seek to enslave all humans because they see humankind as a terrible plague sweeping the cosmos. $36.00

World Book 1: Vampire Kingdoms Includes infromation on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. $24.00

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. $30.00

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. $24.00

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. $24.00

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle empire and other villains, an adventure, etc. $32.00

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. $25.00

World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. $32.00

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc.216 pages. $32.00

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. $32.00

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pages. $27.00

World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. Due May. $34.00

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. $30.00

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. $20.00

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. $37.50

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plungesthe characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... $24.00

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. $30.00

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. $24.00

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. $30.00

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destriods, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs $40.00

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. $20.00

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. $20.00

MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. $24.00

Macross II Sourcebook One Details Earth's military, the UN Spacy, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pages. $20.00

Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentran Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning new artwork. $20.00

Macross II Spaceships & Deck Plans Vol Two 64 more pages of deck plans: floor plans for U.N. Spacy's Commandship, battleship & corvette, Zentran's Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. $20.00

Macross II Spaceships & Deck Plans Vol Three Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Spacy Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. $20.00

Rolemaster

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See SHADOW WORLD for campaign material. **By Iron Crown Enterprises.**

Arcane Companion Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. $32.00

Arms Law Part One of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp, $28.00

Creatures & Monsters A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorize the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers... $50.00

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, disease, etc. $35.00

Rolemaster 3in1 Book cover case containing the complete books of Arms Law, Spell Law and Rolemaster Standard Rules. These are everything you need to play. $99.00

Rolemaster Character Records For each profession from Rolemaster Standard Rules, you can use a customised skill development sheet that will efficiently organize all skills based on that profession. $21.50

Rolemaster GM Screen Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from Creatures and Monsters as well as a listing of all creatures. $20.00

Rolemaster Players Guide A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully develped characters; attack tables for the player to use; spell lists, spell attack tables, etc; the General Static Maneuver Table, etc. $18.00

Rolemaster Standard Rules A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg, quick with a penalty, normal, or deliberate with bonus. $55.00

Rolemaster: The Basics Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on an initiative role, etc. $50.00

Spell Law A highly acclaimed magic system that improves any game! Now revised, reformated, and reorganised, this is a migthy tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and superlarge creatures, etc. Can be used with any system. $35.00

Treasure Companion Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewelry, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22 Alchemist spell lists, etc. $32.00

Runequest

FANTASY A great RPG that boasts a superb

campaign world, excellent mechanics, and detailed background source material. Very highly recommended! **By Avalon Hill.**

RUNEQUEST DELUXE BOOK RPG The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, withworld details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Glorantha Book, with Mythos & history, magic & regilion, Cult of Ernalda, & a run down on the races of Glorantha. $50.00

Dorastor Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen Ken Relston. $40.00

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. $45.00

Gods of Glorantha Details the huge campaign Pantheon, rich in texture and full of character. 60 cults and religions, covering virtually everyfacet of Gloranthan life. $40.00

King of Sartar Historical fiction - six Gloranthan scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pg, by Greg Stafford, published by Chaosium. Gloranthan mysteries are revealed! $30.00

Lords of Terror Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagog, Thed, Krjalk, Pocharngo, and Krarsht. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages. $32.00

River of Cradles A concise introduction to the history, geography, cultures and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Big Rubble, and Cults of Prax. $30.00

Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. $40.00

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorceror and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Petersen & Stafford. $30.00

Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalio cult, encounters, and much more. By an Australian author. 128 pages. Good quality production too! $40.00

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Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. But will money and experience be enough to defeat the terrible power growing beneath Chicago?

12. Who Hunts the Hunter
Four deadly killers cross paths - the weretiger Striper, the shaman Bandit, and from Neward come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction.

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15. Just Compensation
Andy's a shadowrunner wannabe until he accidently participates in a real run, ending his safe life until that point. And his half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. But can they save it?

16. Black Madonna
Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead.

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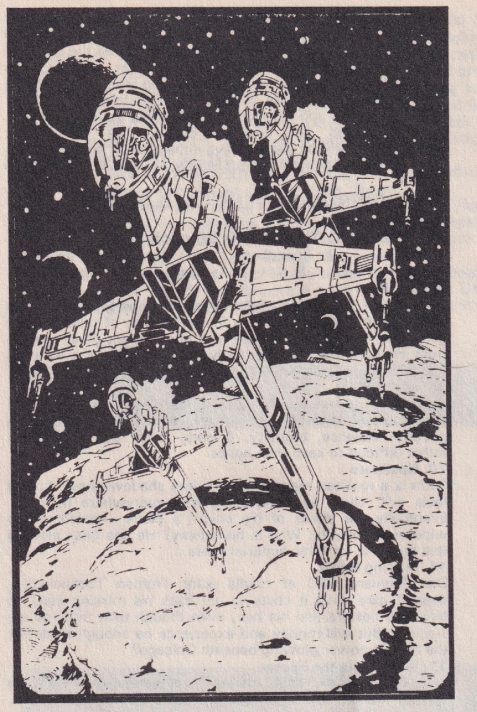

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Survival Margin 104 page book giving the history from the 1116 assassination of Strephon to the 1130 release of the final weapon - the Virus. The history of the destructive, suidical electronic AI Virus is then given in detail, & there is an overview of the Star Vikings. $22.50

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1. The Death of Wisdom
The first official Traveller novel. A deadly plague sweeps through the Hivers of the Rim, threatening not only to upset the delicate political balance in the Coalition, but menacing the very future of the Hiver race.

2. To Dream of Chaos
The crew of the Hornet is back, and this time must confront Virus and an ancient prophecy to keep a high-tech arsenal from falling into the hands of the Empire of Solee.

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TWLIGHT 2000 Version 2.2 Boxed Set The rules have been updated to those in Traveller the New Era. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. $45.00

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American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. $18.00

Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. $18.00

Eastern Europe Handbook Provides a chapter on each nation in the region, with history, geography, ethnic make-up. Each nation is described as it is in 2000, along with maps showing military forces. 30 vehicles are detailed, and there are two short adventures and color map. $22.50

Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. $25.00

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NATO Vehicle Guide Exstensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organisation after the war $20.00

Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. $22.50

Referee's Screen Standard product - a DM's prop with lots of important-looking charts & tables. $12.00

Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. $22.50

Vampire

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.**

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kenetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. $50.00

Antagonists Mind's Eye Theatre live roleplay supplement for Masquerade. With complete rules for mortals, including rules and role playing notes for the Inquisition, government agents, and independent hunters. Updated Numina, with rules for using True Faith, Hedge Magic and psychic powers, and complete character creation rules for sabbat. $30.00

Awakening: Diablerie England Introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diableries. $20.00

Berlin By Night Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. $30.00

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. $18.00

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins. $18.00

Book of the Damned An intro to the Vampire world, it presents new material and important information from the rulebook. $12.00

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. $35.00

Children of the Inquisition From the flames of the Inquisition sprang two waring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. $35.00

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. $20.00

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. $20.00

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample charactesr, history, etc. $20.00

Clan Book: Lasombra Masters of deception and intrigue, the Lasombra consider themselves first among equals in the leadership of the Sabbat. Due July. $20.00

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. $20.00

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. $20.00

Clan Book: Setites Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. $20.00

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. $20.00

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. $20.00

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. *This book is strictly Adults Only. You cannot order it unless over 18 years.* $20.00

Clan Book: Ventrue The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. $20.00

Dark Colony New England, legendary home of witches and the like, is invaded by a third power, to add to the Camarilla-Sabbat war. $30.00

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. $40.00

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. $35.00

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. $27.00

Los Angeles By Night Passionate and fiery, Los Angeles burns with an excitment found in no other city - and now it is unparalleled in violence. The anarchs who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. $32.00

Milwaukee by Night Details this city where the Anubi's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pp $25.00

New Orleans By Night Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. $35.00

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2006) $45.00

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) $30.00

Prince's Primer A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchs, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince", conclave reports, etc. $20.00

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chromicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) $35.00

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) $30.00

Storyteller's Screen With 16 page story-adventure. $20.00

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. $24.00

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. $27.00

The Last Supper The first installment in the long awaited Giovanni Chronicle. The Last Supper takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be their last. The characters become caught in the war between the clans of the Camarilla and those from the Giovanni. Set in 1444 AD. $30.00

The Giovanni Chronicles II: Blood & Fire Continues the story two centuries later, in Rome. Due June. $27.00

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. $35.00

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. $27.00

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. $20.00

The Succubus Club Details the most notorious, extravagant nightspot in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. $35.00

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. $30.00

Tim Bradstreet Portfolio A folio full of art prints. $30.00

VAMPIRE NOVELS

1. The Beast Within - $9.00
Anthology of 13 vampire tales that explore the darker side of San Francisco.

2. Prince of the City - $11.00
Depicts life along the Barbary Coast, the Chinatown Tong Wars, transcontinental railroads, a World's Fair and the Great San Francisco Earthquake, all from a vampire's perspective.

3. House of Secrets - $11.00
Ilse Decameron has discovered the last mortal of House Tremere. She thinks he is a reincarnation of a man she once loved. She must now choose between him and the Clan.

4. On A Darkling Plane - $11.00
When an unknown enemy assails his people, Sinclair rouses himself to command the defense, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilization. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. But who is she?

5. Vampire Diary: The Embrace - $27.00
Hardcover novel. In the shadows of Los Angeles, an ancient vampire courts Auston Jacobson, a nightclub bartender. Can he resist the Embrace, the gateway to eternal damnation?

6. As One Dead - $11.00
In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted?

The Masquerade of the Red Death Trilogy

1. Blood War - $11.00
For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble.

2. Unholy Allies - $11.00
Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity.

3. The Unbeholden - $11.00 Due June
Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world.

Vampire: The Dark Ages

HORROR White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

VAMPIRE: THE DARK AGES RPG A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience and casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun and the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire

lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. $50.00

Warhammer Fantasy

FANTASY Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. **Printed under license by Hogshead Publishing.**

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilized and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. $65.00

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. $30.00

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. $30.00

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves. Iupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. **By White Wolf.**

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. $50.00

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. $27.00

Axis Mundi: Book of Spirits Details Gaia's family of spirits, from mighty totems and their broods to the Naturae of trees, stones and rivers. Due July. $30.00

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. $20.00

Book of the Wyrm Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. $30.00

Children of Gaia Tribebook The Children of Gaia believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. $20.00

Chronicle of the Black Labyrinth A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. $20.00

Croatan Song A graphic novel. In the late 1500s, the Croatan Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrm with them. This is the story of the Croatan's final battle to defeat the Wyrm and leave the Pure Lands free of taint, and what went terribly wrong. Due Oct. $24.00

Drums Around the Fire A book of short stories, including a garou fighting the most dreaded minion of the Wyrm, a Glass Walker learns true horror, a young pack fights to save children, etc. $16.00

Fianna Tribebook The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. $20.00

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. $25.00

Get of Fenris Tribebook Looks at the Get of Fenris; their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. $20.00

Glass Walkers Tribe Book The Glass Walkers use technology, and cybernetics to help them in their battle against the Wyrm, and those other Garou claim they are traitors for doing so. $20.00

Monkey Wrench: Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Wyrm's corporate arm out of business. $30.00

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. $30.00

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires and werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $24.00

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $30.00

Rage Across Australia The land down under breads them tough and hardy, none more than the Garou. But the Garou stuffed up badly, and must make amends to heal the land. But the Wyrm is on the move too, taking over Australia with decay and ruin. $27.00

Rage Across New York The Wyrm has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer - the battle is on. $25.00

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. $30.00

Rage Across the Amazon The servants of the wyrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. $30.00

Red Talons Tribebook We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. $18.00

Rite of Passage Adventure from the Northwest Territories in Canada to the wilds of Central Park in Manhattan. $20.00

Shadow Lords Tribebook A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. Due June. $18.00

Under a Blood Red Moon Werewolves decide to take on the Vampires in Chicago. $27.00

Umbra: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. $30.00

Valkenburg Foundation Five complete stories where players aid the Foundation searching for and restoring lost, insane cubs. $25.00

Ways of the Wolf In the deep woods, a primordial world still survives,the heartland of Gaia. Here, a mournful howl rises to the moon, lamenting the loss of a way of life. The Lupus Garou are the guardians of this pristine wilderness, the last pure lands on Earth. $22.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. $20.00

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaive dueling and the Garou martial art of Kailindo, etc. $35.00

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $32.00

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $22.50

WEREWOLF NOVELS

1. When Will You Rage? - $11.00
An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves.

2. Breath Deeply - $11.00
Peter War's Glass Walker tribe is being decimated by the Snow Plague. He must travel to the Amazon to find a flower that will cure the plague. But the Pentex are busy plotting and he does not trust the Amazonian Garous.

3. The Silver Crown - $11.00
The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrm. The other must find the Silver Crown to stop him.

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. **By White Wolf.**

WRAITH RPG A 270 page softback book with a glow in the dark cover. Players take the role of a wraith - a ghost, and start wandering the Shadowlands, a dismal world beyond the living but still outside eternity. The malevolent force known as Oblivion softly creeps beneath the surface of Shadowlands, while mad ghosts and nightmare creatures overtly threaten you. Wraiths can fight their way back to Earth to try to right wrongs, etc. This is a very, very dark game, about death, loss, isolation and identity. $45.00

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. $21.50

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. $27.00

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. $27.00

Dark Reflections: Spectres They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. Called...Spectres. $20.00

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. $21.50

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. $27.00

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. $35.00

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existance, the promise of love is one of the only beacons of hope in the face of Oblivian. $20.00

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. $24.00

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire. $35.00

The Face of Death A large foolscape book full of morbid black and white art for the new Wraith game. $23.00

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. $24.00

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. $24.00

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. $20.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. $35.00

Wraith Storyteller Screen GM screen and rules running crossover adventures with other Storyteller games. $20.00

WRAITH NOVELS

1. Caravan of Shadows - $11.00
While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness.

2. Beyond the Shroud - $40.00 Due May
Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife...